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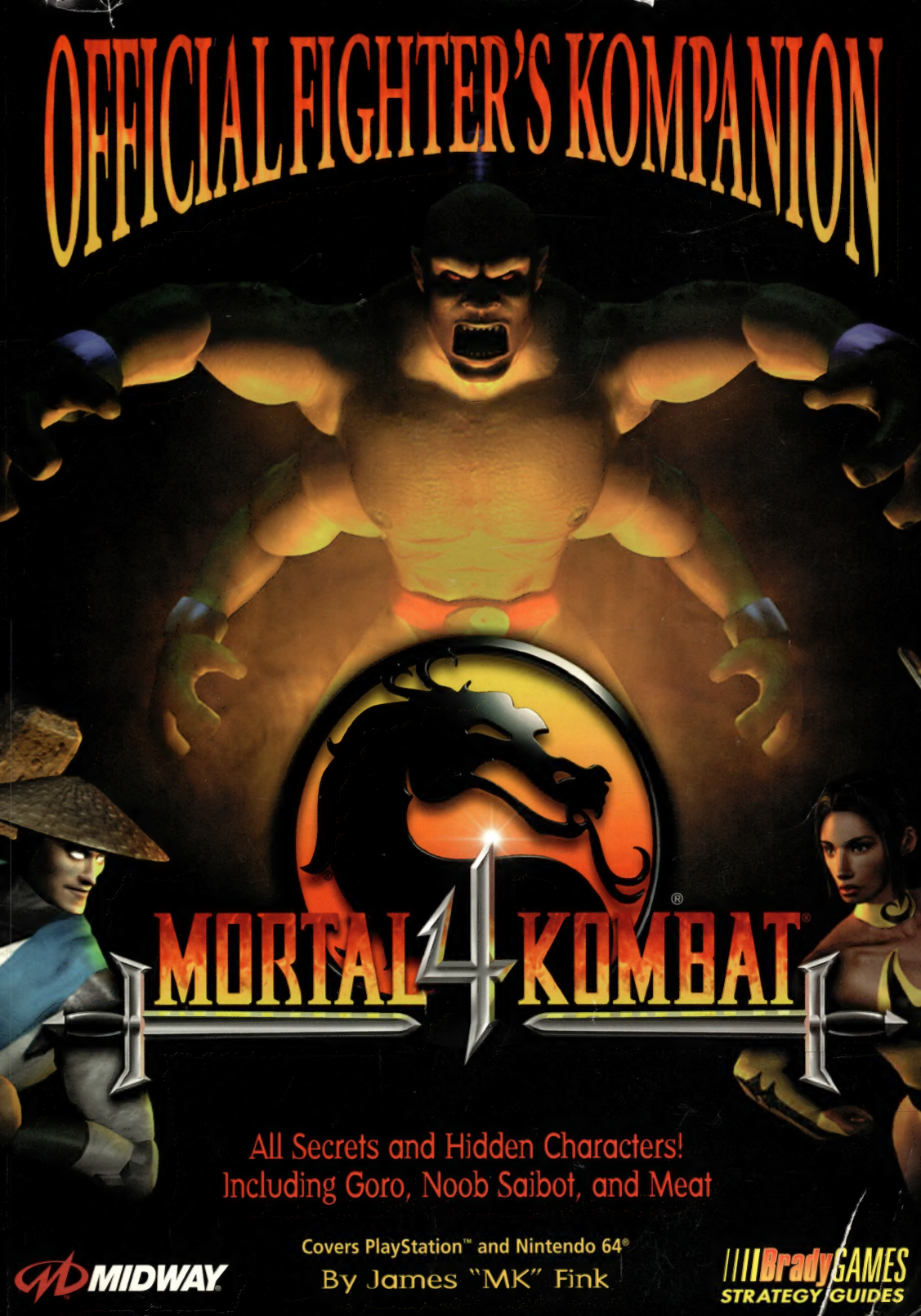

MORTAL KOMBAT 4

All Secrets and Hidden Characters!
Including Goro, Noob Saibot, and Meat

Covers PlayStation™ and Nintendo 64®

By James "MK" Fink

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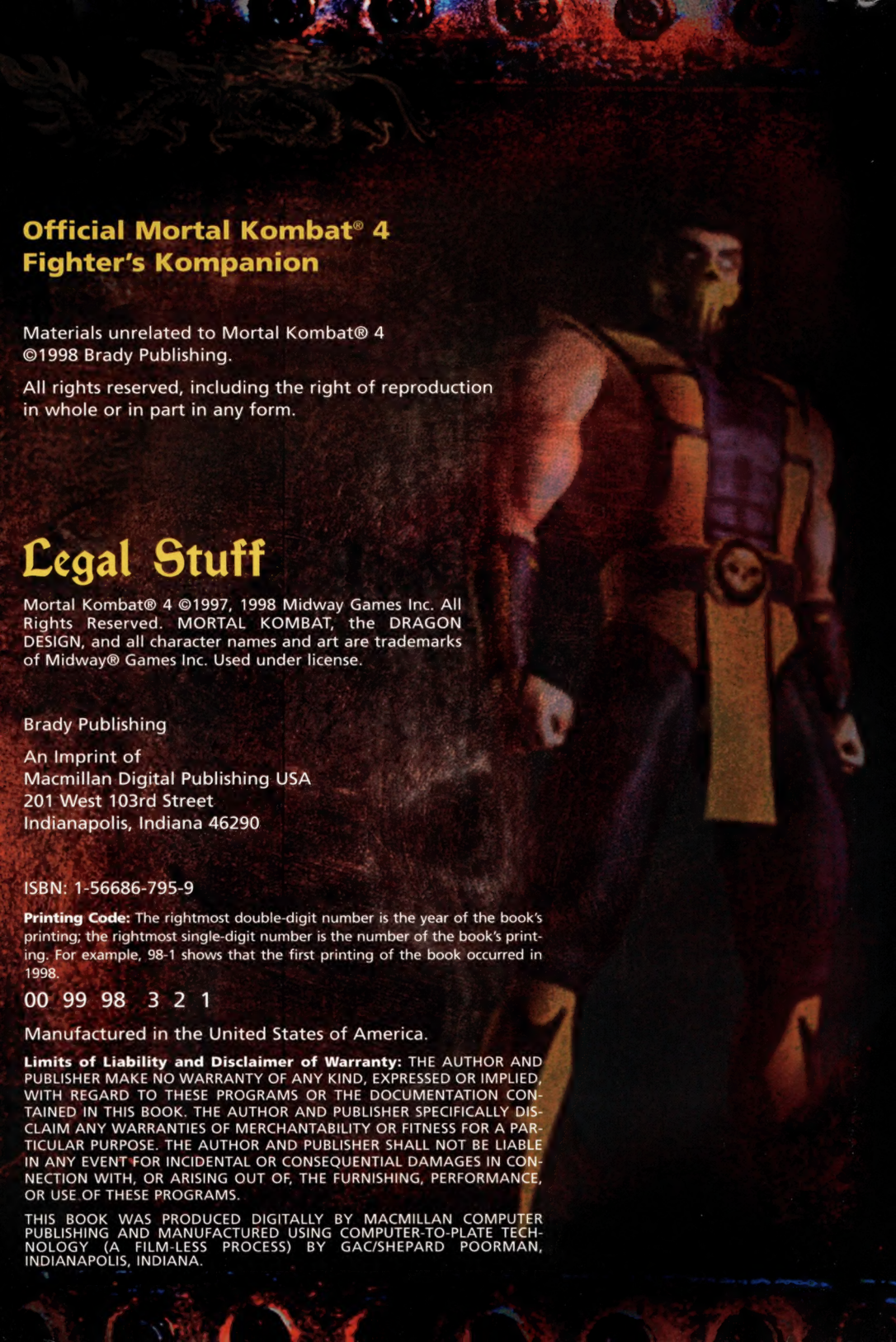
By James Fink and Greg Kramer



Official Mortal Kombat® 4 Fighter's Kompanion

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About the Authors

James Fink has been actively involved with video games since the '70s. With the arrival of the '90s, James found himself not only playing games, but active in their development, working for Acclaim Entertainment. While there, he was first introduced to Mortal Kombat. His passion for the game grew, and while working on the conversion from arcade to home, he soon became one of the top players in the world. He has since written several books on the Mortal Kombat series, and hopes to continue doing so. James has also been involved in many other titles, including Brady's *Mace: The Dark Age Official Strategy Guide* and *Mortal Kombat Mythologies: Sub-Zero Official Strategy Guide*.

James runs and maintains an online gaming site with his partner, Rich D'Angelo, covering the latest and greatest titles. Check it out at *www.fighter-edge.com*.

When James is not working on web pages, books, games, or networks, you can find him on the IRC chat system as *jamessmk*. He frequents such great channels as *#crisis*, *#mkx*, and *#mk*. Stop in and say "HI".

Greg Kramer resides in a gaming fantasy world with his wife, three cats, various game consoles, and a constantly warring pair of computers (the Mac G3 keeps trying to set the Pentium II ablaze!). From the dank confines of his basement offices, he toils as a contributor to *Next Generation Online*, *MacAddict*, and *Mac Home Journal*. He also serves as Senior Editor for *Inside Mac Games*, and his work has appeared in *Digital Diner Magazine*.

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OFFICIAL FIGHTER'S KOMPANION
MORTAL KOMBAT® 4

Table of Kontents

Kombat Basics 5

17 Johnny Cage™

27 Fujin™

36 Jarek™

44 Jax™

53 Kai™

61 Liu Kang™

70 Quan Chi™

79 Rayden™

87 Reiko™

95 Reptile™

103 Scorpion™

111 Shinnok™

117 Sonya™

125 Sub-Zero™

133 Tanya™

141 Secrets

Kombat Basics

What's New, What's Out?

Welcome, Kombatant! Much has changed since we last met. The arena in which you will fight is nothing like those of the past, and you will have to learn new skills to emerge victorious.

Mortal Kombat 4 represents a quantum leap forward. For those who did battle in MK3, you should be aware of both the many new features of MK4, and elements of previous versions that have been omitted.

Gone but Not Forgotten

In an effort to restore the darker tone to the Mortal Kombat series, various "-alities" have been eliminated. Some may mourn the loss of Brutalities, Friendships, Babalities, and Animalities, along with the comedic tone they brought to the game, but that is a matter of opinion.

New and Improved

Originally, players were limited to two-dimensional arenas, always standing directly opposite their opponents, never able to sidestep.

Mortal Kombat 4 breaks that limitation, bringing a fully 3D environment to the carnage. Unlike like its predecessor, Mortal Kombat 3, this game delivers the feel of playing in the real world. This new look and feel not only gives a new look to the game, but also a whole new way of playing. You can even control how you move in and out of the ring.

Also new to MK 4 is the introduction of weapons: spears, knives, hammers, and other implements of destruction. This addition has not only given you the ability to control your own weapon, but they let you control any weapon available in the arena. For example, you may pick up your opponent's weapon, or even a rock, skull, or mace ball left on the arena floor. In actuality, no weapon is connected to any one character. Therefore, competitors can play to take away a desirable weapon from their opponents.

Breaker moves are another new feature in Mortal Kombat 4. This new move is a type of throw that can cause devastating damage. It can be considered a "pumped-up throw"—a player can hyper-extend an opponent's leg or arm, or even snap a neck. Many find these to be cheap moves, but it is gaining credibility, simply because they're so darn cool.

Finally, a new combo system has been created in Mortal Kombat 4. This new combo system carries residual traits from all the Mortal Kombat games combined: The air juggles from Mortal Kombat and MKII and the auto combos from MK3 are all here. The new system works like the Mortal Kombat 3 auto combo, but now when a player begins an auto combo, he may add his special attacks within the combo. You may also add a weapon attack in the combo. This has not been done in any Mortal Kombat game before, and it has opened new doors for expanding the combos to ever-increasing levels of damage. The game leaves the other combo system intact but also lets the player combine all three types of combos to make one huge combo—OUTSTANDING!

Control Configuration

The key to any battle is control. Mortal Kombat is a test of your ability to control your opponents and bend them to your will. Before you can control anyone else, however, you must learn to control yourself. This section will acquaint you with the basic controls of MK4, and offer up some alternative sets that we have found to be effective.

Default Controls

Both the N64 and PlayStation versions of MK4 come with a pre-defined control configuration. If you make no changes to the control set, these will be your controls for MK4:

PlayStation

High Kick:	Triangle
High Punch:	Square
Low Punch:	X
Low Kick:	Circle
Run:	R2
Block:	L2
Step In:	L1
Step Out:	R1

Nintendo 64

High Kick:	C-Up
High Punch:	B
Low Punch:	A
Low Kick:	C-Right
Run:	C-Down and L (top)
Step In:	L
Step Out:	R
Block:	C-Left and R (top)

Custom Configurations

Many players will be perfectly comfortable with the default controls, but many may find that their performance can be improved by using an alternate configuration.

Of course, we recommend that you experiment with numerous button assignments to find what is right for you. We have tinkered with many ourselves, and have agreed upon two configurations (for each game system) that seem to provide the best performance and tightest control. Try them out and see if you like them:

PlayStation

Control Set 1

High Kick:	Triangle
High Punch:	Square
Low Punch:	X
Low Kick:	Circle
Run:	R2
Block:	L2
Step In:	L1
Step Out:	R1

Control Set 2

High Kick:	Triangle
High Punch:	Square
Low Punch:	X
Low Kick:	Circle
Run:	L1
Block:	L2
Step In:	R1
Step Out:	R2

Nintendo 64

Control Set 1

High Kick:	C-Left
High Punch:	B
Low Punch:	A
Low Kick:	C-Down
Run:	C-Right and L (top)
Block:	C-Up R (top)

Control Set 2

High Kick:	C-Down
High Punch:	C-Left
Low Punch:	B
Low Kick:	A
Run:	C-Up and L (top)
Block:	C-Right R (top)

Basic Training

Now that you know how to use the controls in MK4, it's time to discover what those controls do.

You will not rule as champion using only these basic moves, but you certainly won't win

without them. Each move is executed by pressing the button assigned to that move.

Directional Controls

In Mortal Kombat, you always face your opponent. The movement controls are different, depending on which way you face: Forward (→) is the key corresponding to the direction your character faces, Retreat or Back (←) is the key opposite the direction your player faces. Jump by pressing Up. Duck by pressing Down.

When Standing Upright

High Punch (HP)	Press the High Punch button to punch to your opponent's head.
Low Punch (LP)	Press the Low Punch button to punch to your opponent's body.
High Kick (HK)	Press the High Kick button to kick to your opponent's head.
Low Kick (LK)	Press the Low Kick button to kick to your opponent's body.

When Jumping

To jump, press Up (↑). If you wish to jump in a direction, press Up and the direction you wish to go (i.e., ↑ + →). When you are airborne, use the basic keys for the following moves:

Jumping High Punch (Jump + HP)	Press the High Punch button while jumping. This move is used to start Combos.
Jumping Low Punch (Jump + LP)	Press the Low Punch button while jumping to knock your enemy to the ground.
Jumping High Kick (Jump + HK)	Press the High Kick button while jumping. This move will knock opponents out of the air.
Jumping Low Kick (Jump + LK)	Press the Low Kick button while jumping. This move also knocks an opposing player out of the air, but also causes them to drop faster, and it's harder defend.

When Ducking

To Duck, press Down (↓). When you are crouched, use the basic keys for the following moves:

Uppercut (Down + HP)	Press the High Punch button while ducking to punch your opponent straight up into the air.
Ducking Low Punch (Down + LP)	Press the Low Punch button while ducking

to land a low blow.

Stick or Donkey Kick (Down + HK) — Press High Kick while ducking. Which kick you perform depends on which character you are playing as. Both kicks are effective and are triggered by the same button.

Jab Kick (Down + LK) — Press Low Kick while ducking to kick at your opponent's feet.

When Standing Next to Opponent

When you are standing right next to your opponent, you have two additional moves:

Throw (LP, next to opponent) — Press the Low Punch button when next to your foe to grab and toss him across the arena.

Breaker (LK, next to opponent) — Press Low Kick when next to your foe to perform this devastating move (see Breaker section later in this chapter).

Spinning Moves

Finally, you have two other very effective moves only available when you hold Back (←):

Roundhouse Kick (Back + HK) — Press High Kick while holding Back to launch this most devastating kick.

Sweep (Back + LK) — Press High while holding Back to knock your opponent off their feet.

Advanced Techniques

Once you've mastered the basic moves, it will be necessary to conquer MK4's more difficult techniques. These are absolutely essential in becoming the Mortal Kombat champion and defeating skilled human players. These moves range from difficult to very, very difficult, so practice and stick with it. Just because you don't get it the first time doesn't mean you can't do it!

Uppercuts

Uppercutting a standing opponent is fairly simple, but uppercutting an airborne opponent is far more difficult. A well-landed uppercut will successfully fend off any jumping attack. A poor one, however, will get you knocked down and probably comboed.

The key to uppercutting flying opponents is timing your punch when they reach the highest point in their jump. If you punch before this point, you'll miss and leave yourself vulnerable. If you punch too late, your opponent's attack will connect.

One difficult variation on this move occurs when the opponent is jumping over your head. In this case, wait until the other player is directly overhead and at the apex of the jump before launching the uppercut. This attack is much harder to land in this situation and will require even more practice.

Punching Out of the Air

It's not glamorous, but punching an opponent out of the air is the most important technique in Mortal Kombat. It is an excellent defense, and is great for starting combos.

To punch opponents out of the air, wait until their jump kick is at its highest point, and unleash a standing High Punch. This will knock them straight up into the air. Follow up this move with another move that immobilizes the enemy (i.e., a Jump Kick).

Punching out of the air becomes more difficult when your opponent jumps over your head. When this happens, you will notice that at some point in your opponent's jump, your character turns to face the opposite direction. Use this change to time your jump. At the instant your character switches direction, throw a High Punch to pop your foe into the air and set up a nifty combo.

Throws

One of the oldest techniques in Mortal Kombat, throwing an enemy, has always been frowned upon as cheap or taboo, and good players refrained from doing it. With Mortal Kombat 4, throws are becoming not only acceptable but desirable. Beware, however, that some players still consider throws to be bad form. The most sporting approach is to consult with your opponent about whether to allow throws or not. It's always best to be diplomatic before beating someone to a pulp!

There are many ways to set up a throw. One way is to Sweep (← + LK), walk forward, and throw (LP) your opponent as he tries to stand up. The most effective set-up for a throw, however, is the "Attacking Throw." To do this, run up to your foe and unleash a barrage of High Punches with the occasional Low Punch. When you see an opening, launch the throw. If your enemy blocks any of these punches, counter with a Sweep—a throw is then all but inevitable.

There is only one way to defend when someone tries to throw you. Hold the Block button while pressing ↓ and ←. This will not, however, help you against Air Throws.

Breakers

Breakers are a new category of move in the MK arsenal and are very similar to the standard throw. To let loose a Breaker, press the Low Kick button while standing next to your opponent. Be ready to execute and defend against Breakers when fighting the computer, but (as with Throws) consult with your human opponent about whether or not Breakers will be permitted.

There are two ways to set up a Breaker. After a combo that leaves your foe flat on the ground, run up to him and perform the Breaker. If this does not work, do a few Sweeps and try again. The other way to land a Breaker is to perform a move that causes the player to duck (i.e., firing a projectile). As they duck, run up and go for the Breaker.

There is only one way to defend against a Breaker. When you see one coming, Block while pressing ←. This can be very tricky to do when playing a highly skilled Kombatant.

Jump Kick Jump Punch

Jump Kicks and Punches have always been powerful weapons in Mortal Kombat, but are even more so in MK4.

Jumping Low Kicks and Punches are new to the game and are performed by jumping and pressing Low Kick or Low Punch. These moves knock your opponent down quickly and have a number of uses. For example, if an enemy keeps uppercutting you out of the air, change the pace by doing one of these moves. Since it is harder to defend against these moves, your foe probably will not be able to time his uppercut correctly.

Jumping High Kicks and Punches should be old hat to any experienced MK player, but do not underestimate their power or flexibility. Jumping and pressing High Kick or High Punch triggers the corresponding move. When you land these attacks, your opponents will be thrown up into the air, setting them up for a combo. A warning: don't rely too heavily on these moves simply because they are combo starters. A good player will pick up on this and will uppercut or punch you out of the air.

Advanced players mix up their high and low attacks and constantly jump over their opponents. This gives the element of surprise and an unreadable poker face.

Sweep Kicks

If you want to fight aggressively, you must learn to Sweep effectively. Press Low Kick while holding ←.

The primary offensive use of the Sweep comes after an array of High and Low Punches while standing close to (but not *next to*) your opponents. This attack forces them to stand up or make a move—when they do, give 'em the Sweep to knock them back down. This moment of vulnerability gives you an opening for a Throw or a Breaker.

The Sweep has an important defensive use, as well. When retreating, you may want to put more space between you and your foe. Let them get in close and do a Sweep. The time they spend falling and recovering should be enough to get a full screen distance away. When performing this move, however, don't get too close. If the other player jumps over your Sweep, you'll want to be far enough away to recover before he can land a jump kick or combo.

Combos

Being able to fire off a killer combo is crucial to being a champion. Combos are a series of moves that rack up major damage and that, once begun, cannot be blocked or counterattacked. There are four types of combos:

Preset Combos

These Combos are programmed by the game's designers and cannot be altered. Each of these Combos begins with either a High Punch or High Kick and is followed by a series of buttons that continue the carnage. Once you land the first hit, the other buttons must be pressed quickly to execute the combo without interruption. Many combos will end with your foe in the air and the opportunity to follow-up with an Air Juggle.

These are the possible Auto Combos

High Kick, Back + High Kick:	2 hits
High Punch, High Kick, Down + High Punch:	3 hits
High Punch, High Kick, Down + High Kick:	3 hits
High Punch, High Kick, Back + High Kick:	3 hits
High Punch, High Punch, High Kick, Down + High Punch:	4 hits
High Punch, High Punch, High Kick, Down + High Kick:	4 hits
High Punch, High Punch, High Kick, Back + High Kick:	4 hits

Air Juggle Combos

When you pop an enemy into the air, you can perform Air Juggle Combos. This variety of combo can be very difficult to perform. Once you have your opponent in the air, perform

the button sequence quickly to land the combo. There is one limit to these freeform combos: certain Special Moves (i.e., Scorpion's Spear Throw) cannot be performed after a certain number of hits or percentage of damage have taken place.

Punching a player out of the air is the best way to start an Air Juggle Combo.

Corner Combos

Corner Combos are, not surprisingly, performed when you have your opponent backed into a corner. They are among the most difficult techniques in the game because a good opponent will never voluntarily go into a corner.

Most players will, more or less often, allow themselves to be backed into corner, but others may need to be led. To lead a player into a corner, you must appear to be retreating and vulnerable to attack, and when your foe makes his move, switch places with him. Then, bring on the combo. For example, begin the round by retreating to the corner. When your opponent jumps at you, run underneath his jump and begin the combo. We have found this leading technique to be very effective and suggest you use it frequently.

Double Hit Air Combo

This is a new type of Combo that, like the normal Air Juggle, begins by popping your enemies into the air. Once you have them airborne, jump at them with a Jumping High Punch, followed by a High Kick. This will give you an extra hit that can do quite some damage. If you're good enough, you can perform extra hits as well.

An alternative Double Hit Air Combo occurs when you hit your opponent with a Jumping High Punch, followed by a Low Punch in the air. This will give you one bonus hit and knocks the enemy to the ground.

Fatalities

Like a nice piece of pie after dinner, Fatalities are the satisfying end to a well fought battle. They are, however, not easy to *execute* (no pun intended).

In each character chapter, we will give you the control combination that will activate the Fatality sequences. Still, just getting the sequence right isn't enough. There are a few things to keep in mind before you can be truly lethal.

Distance between you and your opponent is a crucial element in performing a Fatality. It will take some experience to be able to visualize each of these distances, but that will come with practice. Fatalities can be performed from three different distances:

Next:	Close enough to touch your enemy.
Sweep Distance:	The maximum distance from which you can perform Sweep.
Screen:	Half the size of your TV screen away.

The description of each Fatality in the character chapters will specify which distance will be required. If you incorrectly judge your distance, the Fatality will not work.

The second major consideration in Fatalities is holding down the Block button. Doing this

prevents your commands from being interpreted by the game as commands to move. If, for example, you hit ↑ while performing a Fatality, your player will jump. This cancels the Fatality. To prevent this, hold down the Block button, but be sure to release it BEFORE you press the final button in the sequence.

Weaponry

Each character in MK4 now comes with a unique weapon. Most of the time, that player will only need to know how to use his or her own weapon. If, however, a weapon is thrown or dropped, any other character can use it.

The button sequences to draw and throw weapons are unique to each character and are listed in the character chapters. The basic moves for each character's weapon and the weapon combos (which can only be performed by the weapon's owner) are also included in the character chapters.

Each weapon has a set of moves that must be learned to wield it effectively. The commands for each weapon are different but stay the same no matter which character uses it. To learn to use a weapon, look it up in the following section.

You may notice that the floors of the arenas are strewn with debris: rocks, mace heads, skulls, and sometimes—weapons. You can pick up any of these items and throw them at your opponent by hitting Run while pressing ↓. Many combos open with an item being thrown; this is indicated in combo descriptions by the word "Rock."

Weapons

The weapons of this game are universal, meaning that any player can use any weapon.

Each character comes with a signature weapon. For full coverage as they apply to the owner character (including all the moves listed below, how to draw and throw the weapon, and combos), see the individual character chapters.

In order to pick up a weapon or any other item off the arena floor, you must hit the Run button, while pressing ↓ on the control pad.

Dragon Sword

Downward Slash:	Low Punch
Quick Slice:	High Punch (hit faster for quicker slices)
Turn and Slash:	Back + Low Punch
Quick Step 'n Stab:	Back + High Punch

Spiked Club

Swing Toward Screen:	Low Punch
Swing Inward:	High Punch
Overhead Swing:	Back + High Punch
Uppercut Swing:	Back + Low Punch

Blade Wheel

Blade Uppercut:	High Punch
Downward Slash:	Low Punch
Turn and Slash:	Back + High Punch
Hard Step and Stab:	Back + Low Punch

Boomerang

Cross Slash:	Back + High Punch
Downward Slash:	High Punch
Straight Throw:	Low Punch
Upward Throw:	Back + Low Punch

Wide Blade

Uppercut Swing:	Low Punch
Short Uppercut Swing:	Back + High Punch
Cross Slash:	High Punch
Step, Turn 'n Slice:	Back + Low Punch

Ice Wand

Leg Trip:	Low Punch
Swing Inward:	High Punch
Freeze Stab:	Back + Low Punch
Uppercut Swing:	Back + High Punch

Curved Sword

Overhead Swing:	Low Punch
Uppercut Swing:	High Punch
Cross Slash:	Back + High Punch
Step 'n Stab:	Back + Low Punch

Mace

Swing Toward Screen:	Low Punch
Uppercut Swing:	Back + Low Punch
Overhead Swing:	High Punch
Swing Inward:	Back + High Punch

Wooden Hammer

Hammer Uppercut:	Back + Low Punch
Swing Toward Screen:	Low Punch
Overhead Swing:	Back + High Punch
Swing Inward:	High Punch

Crossbow

Shoot Straight:	Low Punch
Shoot Up:	High Punch
Shoot Down:	Back + Low Punch

Spear

Overhead Swing:	Low Punch
Uppercut Swing:	High Punch
Leg Trip:	Back + Low Punch
Quick Step 'n Stab:	Back + High Punch

Scorpion Sword

Underhand Swing:	Low Punch
Overhead Swing:	Back + High Punch
Uppercut Swing:	Back + Low Punch
Cross Slash:	High Punch
Spinning Sword:	Down + Low Punch (hold Low Punch to continue spinning)

Axe Blade

Spinning Ax:	Back + High Punch (hold High Punch to continue the move)
Ax Uppercut:	High Punch
Down Slash:	Low Punch
Step 'n Slash:	Back + Low Punch

Curved Dagger

Downward Swing:	Low Punch
Uppercut Swing:	High Punch
Cross Neck Slash:	Back + High Punch or Low Punch

New Weapons (Secrets)

Rayden Staff
Skull on a Stick
Gun
Sickle

Johnny CAGE™

Weapon:	Broadsword
Birthplace:	Sacramento, CA
Dislikes:	LOSERS
Likes:	Himself
Favorite Food:	New York Strip Steak

Character Story

After Shao Kahn's defeat, Cage's soul is free to leave to a higher place. From the heavens, he observes his friends once again engaged in battle. When he learns of the war waged against the Elder Gods by Shinnok, Cage seeks out Rayden to help him restore his deceased soul and join Liu Kang in his quest. Once again, Johnny Cage finds himself fighting alongside Earth's warriors.

Character Bio

Cage is one of the original Kombatants and fought well until his death in Mortal Kombat II. With the Furies disturbed by Shinnok's return, Cage has been granted life again to aid Rayden and his comrades, Liu Kang and Sonya.

Player Rating: 5.00

Special Moves

Nut Punch

BL + LP

Shadow Kick

←→+ LK

Shadow Uppercut

←↓←+ HP

Low Fireball

↓↙←+ LP

High Fireball

↓↘→+ HP

Johnny Cage™

Weapon Moves

Draw

→↓→+ LK

Throw

→↓→+ LK

Uppercut Swing

LP

Weak Uppercut Swing

←+ HP

Turn Slash

←+ LP

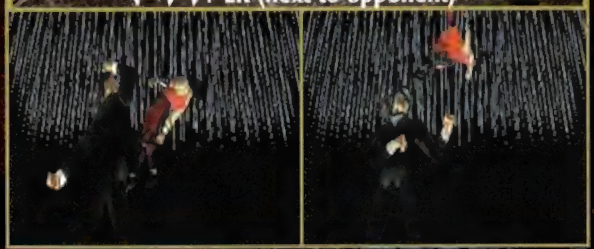
Fatalities & Pits

Torso Rip
→←↓↓ + HK (next to opponent)

Head Punch
↓↓→↓ + BL (next to opponent)

Fan Pit
↓→→+HK (next to opponent)

Goro Pit
←→→+ LK (next to opponent)



Johnny Cage

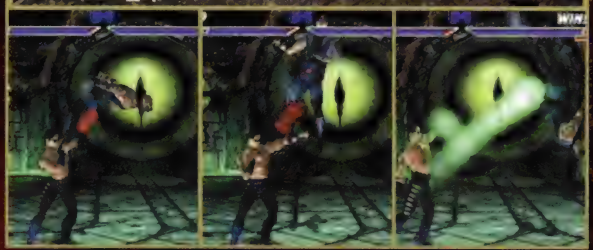
Air Combos

(Combos that begin by knocking enemy out of air)

3 hits, 36%:
Jumping HP, HK, Shadow Kick

3 hits, 19%:
HP, Jumping HK, Shadow Kick

3 hits, 14%:
HP, HP, ↑per Fireball



3 hits, 16%:
HP, HP, Shadow Kick

Ground Combos

(Combos that start with the connection punches and kicks)

6 hits, 23%:
HP, HP, HK, ↓ + HP, HP, Shadow Uppercut

6 hits, 30%:
HP, HP, HK, ↓ + HP, ↓ + HK, Shadow Kick

Kick**6 hits, 28%:**
Jumping HP, HP, HP, HK, ↓ + HP, Nut Punch

4 hits, 17%:
HP, HK, HP, Shadow Uppercut

Johnny Cage™

7 hits, 35%:
Jumping HP, HP, HP, HK, ↓ + HP, HP, Jumping HK, Shadow

8 hits, 40%:
Jumping HP, HP, HP, HK, ↓ + HP, HP, HP, Shadow Kick

Corner Combos

(Combos that take place in the corner)

4 hits, 27%: Jumping HK, Jumping HK, HP, Shadow Kick

4 hits, 32%:
Jumping HK, Jumping HP, HK, Shadow Kick

5 hits, 39%:
Jumping HK, Jumping HK, Jumping HP, HK (in air), Nut Punch

Weapon Combos

(Combos that use the weapons)

6 hits, 31%:
Jumping HP, HP, HP, HK, HK, →↓→ HK

3 hits, 30%: ←+ HP, LP, Shadow Kick
(weapon must be drawn)

2 hits, 43%:
Rock, Nut Punch (must be in corner) (very hard)

Johnny Cage™

Strategies

Vs Human

Cage is a weird character—not bad, not good. He is completely mediocre.

His weapon is not very useful and recovers slowly, so be sure you're going to make contact or you'll get rocked. If, however, you can hit with it, do his Sword Uppercut followed by a Shadow Kick. When you do an Auto Combo, bring out the weapon in the combo to add some hit percentage. Then, after the player is knocked down, quickly get some distance before he gets up, and throw your sword at him. Cage's sword has its uses, but mostly, it seems to clutter him up.

His Shadow Kick is good as a counter move. When a player hits you with moves that take time to recover from, quickly do the Shadow Kick to knock him down. The Shadow Kick can also be used a means of escape—when your opponent jumps at you, you can do this move to quickly go underneath him.

Johnny Cage comes with both high and low Fireball attacks. Try to get some distance from the enemy and mix up a combination of high and low Fireballs. This will contain the player on one side of the screen and give you time to plan an attack.

His Nut Punch is useful in combos and against players who jump at you. As players jump at you, time this move to nail them as they hit the ground. Keep in mind that this move won't work when fighting female characters—you can't punch what ain't there. Also note, this move is great as defense; you can do it to avoid projectiles and punches. Even when you do this move next to an enemy, there are only a few ways to counter it.

The Shadow Uppercut is a move that's hard to connect with and is easily countered. There are only a few times I advise using it. First, if you punch a player out of the air, you can follow up with this move. Second, you can use this to knock a jumping player out of the air, but the timing is critical. Finally, you can do it in an Auto Combo.

Vs Computer Player

Cage is not the strongest player, so timing is critical to winning the match.

The Shadow Kick will work against the first few computer players, but they will shortly begin to duck it and uppercut you. When you see this happening, stop using this move.

Try to get in close and do an Auto Combo, ending with a Sword attack. You can then throw the weapon at them as they get up for some bonus damage. If you hit with the weapon, continue to throw low Fireballs, and your opponent will be trapped. Stop Fireballing if your foe starts dodging them; this means he is ready for them and is preparing to counter.

The Shadow Uppercut is a good move against the computer; even if it is blocked, you will get pushed backward and out of immediate counter range.

Finally, don't waste time trying to Nut Punch more than three times—the computer will adapt to it quickly.

Vs Cage

Avoid doing shortened Combos, or Cage can hit you with a Shadow Kick.

When you are at opposite sides of the screen and Cage begins throwing Fireballs at you, duck, but don't hit the block. Try to time it right and jump over his Fireballs and Jump Kick.

If the Cage player tries to hit you with the Nut Punch, quickly block it and nail him with a Roundhouse Kick. The kick buttons are the only ones that will do real damage to him.

Remember to just stay in close or keep distant and counter attack whatever he has to offer.

FUJIN™

Weapon:	Crossbow
Birthplace:	Unknown
Dislikes:	All who mess with his brother Rayden
Likes:	Jet streams and Rayden
Favorite Food:	Sponge cake

Character Story

Better known as the god of wind, Fujin joins Rayden as one of the last surviving gods of Earth. Their counterparts were defeated in a war of the heavens between Shinnok's forces and the elder gods. He now prepares for the final battle between the forces of light and Shinnok's Hell-spawned warriors of darkness.

Character Bio

Fujin made his first appearance in Mortal Kombat Mythologies. He is known only as the God of Wind and has entered Mortal Kombat 4 to help aid his brother, Rayden.

Player Rating: 7.00

Special Moves

Flying Knee

↓↘→ + HK

Lift

→↓↘ + LP

Slam

←→↓ + LK

Whirlwind Spin

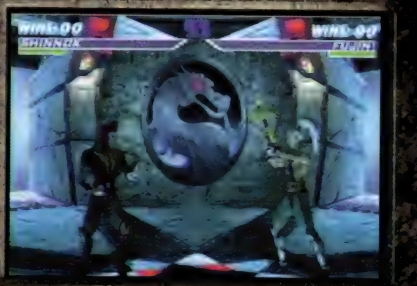
→↓ + LP (hold LP to continue spinning)

Dive Kick

↓ + LK

Weapon Moves

Draw Weapon



←← + LP

Fujin™

Throw Weapon

←←+ LP

Shoot Straight

LP

Shoot Down

←+ LP

Shoot Up

HP

Fatalities & Pits

Crossbow Death

RN + BL (7x) (Sweep distance)

Whirl Wind Death

↓↘→↑ + BL (sweep distance)

Fan Pit

↓↓↓ HK (next to)

Goro Pit

←→←+ HP (next to)

Air Combos

(Combos that begin by knocking enemy out of air)

5 hits, 29%:
LP, Lift, Slam, HK, Flying Knee

Fujin™

6 hits, 40%:
Jumping HK, Jumping HK, Lift, Slam, HK, Knee

6 hits, 42%:
LP, Spin, Jumping HK, Lift, Slam, HK, Knee

3 hits, 21%:
LP, Jumping HK, *missed* Spear Kick, Uppercut

Ground Combos

(Combos that start with the connection punches and kicks)

7 hits, 32%:
Jumping LP, LP, LP, HK, ↓+ LP, LP, Knee

5 hits, 32%:
LP, LP, HK, HK, Knee

6 hits, 39%:
Jumping LP, LP, LP, HK, HK, Flying Knee

4 hits, 32%:
Lift, Drop, HK, Flying Kick

5 hits, 40%:
Dive Kick, Lift, Slam, HK, Flying Knee

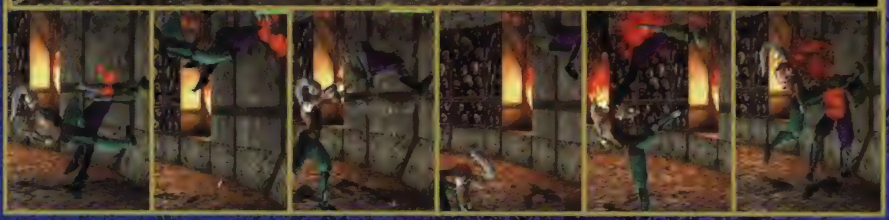
Fujin™

8 hits, 36%:
Jumping LP, LP, LP, HK, ↓+ LP, LP, Jumping LP, LP (in air)

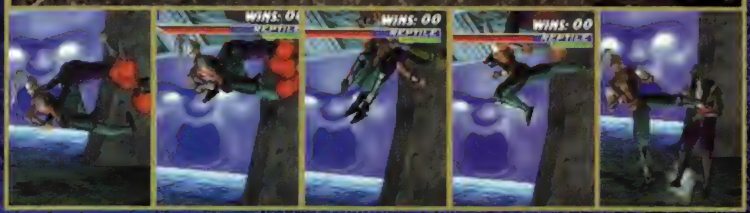
Corner Combos

(Combos that take place in the corner)

6 hits, 40%:
Jumping HK, Jumping HK, Lift, Slam, HK, Knee



5 hits, 36%:
Jumping HK, Jumping HK, Jumping LP, HK, HK



Weapon Combos

(Combos that use the weapons)

8 hits, 32%:
Jumping LP, LP, LP, HK, HK, ←←+ LP

5 hits, 51%:
Rock, Lift, Slam, LP, Flying Knee

3 hits, 21%: Jumping Straight Up with HK, HK, LP (weapon must be out)

Strategies

Vs Human

When using Fujin against human players, your Whirlwind Spin is a great weapon. When you find yourself under constant attack, do the Whirlwind Spin as your enemy tries to run up and hit you with an Auto Combo. You will most certainly catch him with this move, giving you the opportunity to either distance yourself from him or to set up a combo.

Fujin's great advantage is his weapon, a Crossbow. Its power is unmatched in MK4. For example, when bringing out the weapon in an Auto Combo, the bow fires not one but three arrows. This devastating attack not only causes some serious damage, but also drives a blocking opponent backwards, taking him out of counterattack range.

Another advantage to this weapon is the ability to trap a player with it. When you are full screen from the enemy, mix up the three types of shots (High, Low, and Straight) to trap him where he stands.

The Lift is a great move, but you must land it or a counter is certain. You can catch and elevate a player from a distance, but the move isn't foolproof. The best time to do the Lift is after you hit the player with a Dive Kick or the Whirlwind Spin.

The Dive Kick is a move that you can use two ways. First, do the move to catch the enemy off guard. Rather than jump to go into the move (easily detected and blocked by an alert opponent), hop off the ground and go into the Dive. You will have a better chance of catching the enemy off guard.

The Dive Kick also serves to create space between you and your foe. Jump at the enemy and do the kick over his back, giving you the space you need to reestablish an attack.

His Flying Knee is Fujin's most powerful move. When using a combo, always try to end it with the Flying Knee. Be careful, however, not to use it hastily, or you'll be blocked and countered BIG TIME. Use the Knee only to end combos or to take a player out of the air.

Vs Computer Player

When fighting the computer, there are a few things to remember. The Lift will only work until the third or fourth match, so try not to use it much beyond that—Perform Dive Kicks as much as possible, the computer is a sucker for them. Also, when the computer jumps at you, catch it with the Whirlwind Spin. You will probably hit the computer with the Spin and get a big combo.

Vs Fujin

Don't be too aggressive against a Fujin player or he will try to catch you with the Whirlwind Spin. Don't give him the opportunity to draw out the Crossbow. Once he draws it, he will be able to trap you and keep you contained. If he does get it out, try to hit him with a projectile or Teleport. Try to keep a Fujin player in the middle of the arena, so if he catches you with his Whirlwind Spin, he will not know which direction you will fall.

JAREK™

Weapon:	Curved Sword
Birthplace:	Outback of Australia
Dislikes:	Sonya and Jax
Likes:	Crime and the Black Dragon
Favorite Food:	Raw Kangaroo

Character Story

Believed to be the last member of Kano's clan, the Black Dragon, Jarek is hunted down by Special Forces agent Sonya Blade for crimes against humanity. With the emergence of a much greater evil, Sonya focuses her strengths on the new menacing Quan Chi. Jarek now finds himself fighting alongside Sonya and Earth's warriors to help defeat the evil elder god, Shinnok.

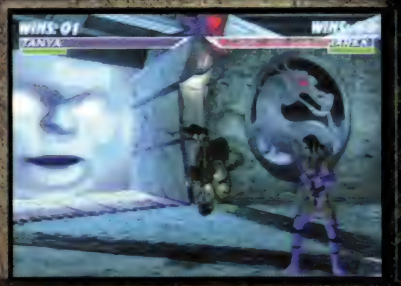
Character Bio

Jarek makes his first appearance in Mortal Kombat 4. Known only as the last surviving member of the Black Dragon Family, he seeks to return the family to its former glory under his predecessor, Kano.

Player Rating: 6.50

Special Moves

Cannon Ball



←→ + LK

Up Cannon Ball

→↓→ + HP

Back Flip

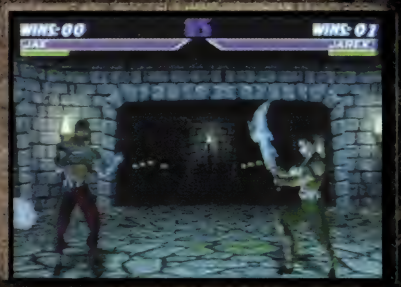
←↓← + HK

Throwing Star

↓↙← + LP

Weapon Moves

Draw Weapon

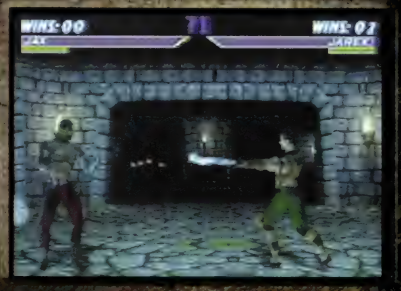


→→ + HP

Throw Weapon

→→ + HP

Uppercut Slice



HP

Overhead Slice

LP

Step-n-Stab

←+ LP

Cross Slash

←+ HP

Fatalities & Pits

Heart Rip

→(←→)→+ LK (next to opponent)

Jarek™

Eye Fry
↑↑→→+ BL (sweep distance)

Fan Pit
→↓→+ HK (next to opponent)

Goro Pit
←→→+ LP (next to opponent)

Air Combos

(Combos that begin by knocking enemy out of air)

3 hits, 36%:
Jumping HP HK, Cannonball

3 hits, 16%:
HP, HP, Cannonball

Ground Combos

(Combos that start with the connection punches and kicks)

7 hits, 37%:
HP, HP, HK, ↓+ HP, HP, Jumping HK, Ground Stomp

6 hits, 24%:
HP, HP, HK, ↓+ HP, HP, Up Cannonball

5 hits, 22%:
HP, HK, ↓+ HP, HP, Throwing Star

Jarek™

7 hits, 31%:
Jumping HP, HP, HP, HK, ↓+ HP, HP, Cannonball

Corner Combos

(Combos that take place in the corner)

4 hits, 30%:
Jumping HK, Jumping HK, Jumping HP, Cannonball

3 hits, 30%:
Jumping HK, Jumping HK, HP, Ground Stomp

4 hits, 29%:
Jumping HK, Jumping HK, Jumping HP, HK (in air)

Weapon Combos (Combos that use the weapons)

5 hits, 29%:
Jumping HP, HP, HP, HK, →→ HP

4 hits, 36%: Jumping Up HK, HP (weapon), LP (weapon), Ground Stomp

3 hits, 31%:
HP, HP, LP (All Weapon)

Jarek™

Strategies

Vs Human

The Cannonball Roll is a quick move and should be used to catch players off guard. It is, however, easily blocked and leaves you open for an uppercut. Jarek has an upward roll as well—great to take a player out of the air but, if done too late, easily defended. His Stars are slow and easily jumped over, so avoid overusing them. His Ground Slam is his best weapon and should be used during a combo. This move can be countered, but it's hard to defend if done to end combos.

Jarek's best moves are done while his sword is drawn: His sword moves, combined with his Ground Slam, are his best attack. Knock a player in the air with the sword's uppercut, then batter him down with the Sword Overhead, and finish with the Ground Slam. This is his strongest combo.

Vs Computer Player

When fighting the computer with Jarek, you can hit it with both Cannonball Rolls for the first few matches. After a few rounds, however, the computer will start to successfully block and Uppercut or Air Throw you. The same goes for the Ground Slam; try it on the first few opponents, but then only do it as part of a combo. Wait for the computer to jump at you, punch it out of the air, and nail them with the Ground Slam.

Nail the computer player with a combo that leaves him at the edge of the screen. As he gets up, throw a Star at him and repeat if you hit. Note, if you do not get the Stars off fast enough, you will be jump kicked as your opponent jumps over the Star.

Vs Jarek

When you are fighting against Jarek, be aware when he tries to do the Cannonball Roll. If you block it, nail him with an uppercut. Try to prevent Jarek from drawing his weapon. If he does get it out, be careful of his three-hit sword attack. To avoid it, time your jump kick right and you will take him down after he does the sword uppercut. Jump over his Star and try to stay as close to him as you can, denying him the proper distance to do his Ground Slam move. If he does draw his weapon, you will probably have enough time to recover and get in your hit before he recovers. Finally, Jarek is nowhere near the strongest character, so try to get off the biggest combos you have and don't worry if you take a few hits. Just remember to stay in close.

JAX™

Weapon:	Spiked Club
Birthplace:	Brooklyn, NY
Dislikes:	Anyone who messes with Sonya
Likes:	Sonya and Football
Favorite Food:	Burgers

Character Story

When Sonya disappears while tracking the last living member of the Black Dragon, Major Jackson Briggs heads after her. He soon finds that Sonya's mission has led her into a battle with the forces of an evil elder god. This is a battle they must win, or their own world will crumble at the hands of Shinnok.

Character Bio

This hero has been around since Mortal Kombat II. During his first appearance, he was considered the strongest man alive. But when he faced Shao Kahn in MK3, he added bionic arms to enhance his already unmatched strength. He enters MK4 with them still attached.

Player Rating: 8.00

Special Moves

Dash Punch

↓↙←+ LP

Back Breaker

BL (while in air)

Fireball

↓↘→+ LP

Ground Pound

→→↓+ LK

Quad Slam

LP (next to opponent), RN + BL + HK, HP + LP + LK, HP + BL + LK, HP + HK + LP + LK

Weapon Moves

Draw Weapon

↓↘→ + HP

Throw Weapon

↓↘→ + HP

Club Uppercut

← + LP

Swing Toward

LP

Overhead

← + HP

Swing Away

HP

Jax™

Fatalities & Pits

Arm Rip
Hold LK, →→↓→, release LK (next to opponent)

Head Pop
←→→, ↓+ BL (next to opponent)

Fan Pit
→→←+ LK (next to opponent)

Goro Pit
→→←+ HP (next to opponent)

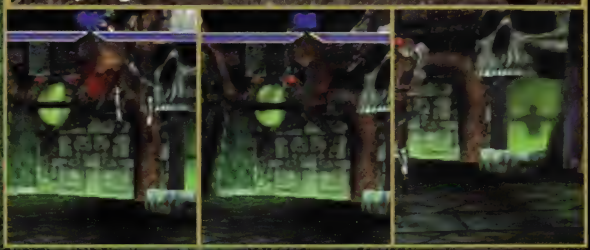
Air Combos

(Combos that begin by knocking enemy out of air)

3 hits, 30%:
HP, Jumping HP, Back Breaker

3 hits, 21%:
HP, Jumping HK, Dash Punch

3 hits, 38%:
Jumping HP, HK, Dash Punch



Ground Combos

(Combos that start with the connection punches and kicks)

4 hits, 30%:
HP, HK, ↓+ HK, Dash Punch

Jax™

7 hits, 37%:
Jumping HP, HP, HP, HK, ↓+ HP, HP, Jumping HP, Back Breaker

4 hits, 19%:
HP, HK, ↓+ HP, Uppercut

7 hits, 32%:
Jump Straight Up with HK, HP, HP, HK, ↓+ HP, HP, Ground Pound

Corner Combos

(Combos that take place in the corner)

4 hits, 36%:
Jumping HK, Jumping HK, Jumping HP, Jumping LP, Back Breaker

4 hits, 29%:
Jumping HK, Jumping HK, HP, Dash Punch

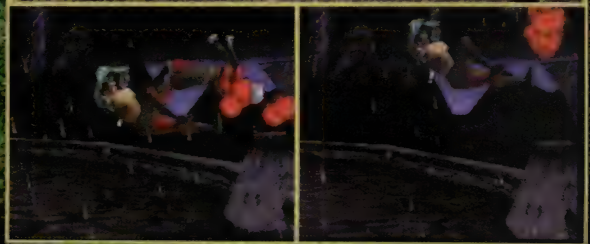
5 hits, 37%:
Jumping HK, Jumping HK, Jumping HP, HK (in air), Back Breaker

Weapon Combos

(Combos that use the weapons in the combo)

6 hits, 33%:
Jumping HP, HP, HP, HK, HK, ↓↘→ + HP

3 hits, 27%:
Jumping HK, Jumping HK, LP (weapon must be out)



Jax™

5 hits, 34%: Jumping Straight Up HK, HK, ↓+ HK, ←+ LP (weapon must be out)

1 hit, 41%: Rock, Ground Pound (must be very quick) (enemy must be jumping at you)

Strategies

Vs Human

Learn and memorize Jax's Quad Slam. Try to sneak it in at the end of every combo. At worst, it gets blocked. Next, his Dash Punch move should be used to sneak up on unsuspecting players. As they get up, try to sneak it in before they block. Also, if a player does a combo on you and does not finish it, you will have a one-second window of opportunity to sneak it in.

If a player seems to be running away a lot, unleash the Ground Pound to keep him moving. Be careful though, because this tactic is easily avoided and countered with a jump kick. Try to sneak the Ground Pound, also, there is a recovery rate after any combo that will allow you a few seconds.

Whenever you make contact in the air with either a jump kick or a jump punch, be sure to hit block and get the Back Breaker move as well. There is no counter to this and your chances are good of hitting with it. The Back Breaker is Jax's signature move and you should base your attacks on it.

Jax's Fireball is a potent weapon. It is not that powerful, but it is fast. Use this move in close rather than from far away—most people will not expect it from in close. You will be left open for a counter if the Fireball gets blocked, but it may be worth the sacrifice.

Vs Computer Player

When fighting the computer, Jax is an excellent choice for beginning players. He is not complicated to use and the computer will fall for most of his moves. You can attack the computer with a great combo (HP, HP, HK, ↓+ HP, HP, Jumping HK, Back Breaker). The computer will fall for it often and it does major damage. Do not waste your time trying to Quad Slam the computer; most of the time you'll be thrown instead. After a solid combo, you may want to stick in a Ground Pound. The computer will rarely attack to counter this, but rather jumps straight up. So, if it doesn't hit, you will still be safe.

When fighting the computer, try to lead it into the corners. This is not hard to do. Run to a corner and jump over your opponent when he attacks you. Once you have him in the corner, try to nail him with multiple jump kicks and Back Breakers. This should be plenty to send him on his way.

Vs Jax

Delay your jump kicks and jump punches. This way you will always win in the air and avoid having the Back Breaker done to you. Try to stay in close against him. This will prevent him from having the time to do the Ground Pound, but watch out for his Dash punch, Fireball, and Quad Throw. These moves in any combination can be quite deadly.

Practice punching Jax out of the air after he jumps over you. A true Jax player will know his advantage in the air. Jax players, therefore have a tendency to jump a lot, so punch him out of the air and set him up for some combos.

Try to land the biggest possible combo on him because Jax can beat you fast. Best to beat him with the little time you have. Finally, and most importantly, STAY OUT OF THE CORNERS. This is where Jax can inflict his most damage.

KAI™

Weapon:	Gurkha Knife
Birthplace:	Detroit, MI
Dislikes:	Evil
Likes:	Study of Martial Arts, Shaolin
Favorite Food:	BBQ Ribs

Character Story

A former member of the White Lotus Society, Kai learned his skills from the great masters throughout Asia. He journeyed to the far east after meeting his friend and ally, Liu Kang, in America. Now, they reunite to assist Rayden in his battle with Shinnok.

Character Bio

Another monk from The White Lotus Society, Kai has joined up with Liu Kang to help Lord Rayden. This is his first appearance.

Player Rating: 7.50

Special Moves

Super Roundhouse Kick

↓↘→ + LK

Up Fireball

← ← + HP

Down Fireball

→ → + LP (can also be done in air)

Square Wave Punch

↓↘→ + HP

Hand Stand

BL + LK

Straight Kick

(while in hand stand) LK

Kai™

Up Kick

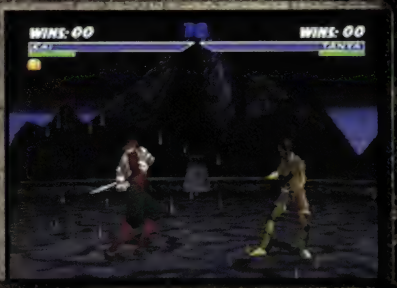
(while in hand stand) **HK**

Hand Spin

(while in hand stand) **LP** (hold down to continue)

Weapon Moves

Draw Weapon

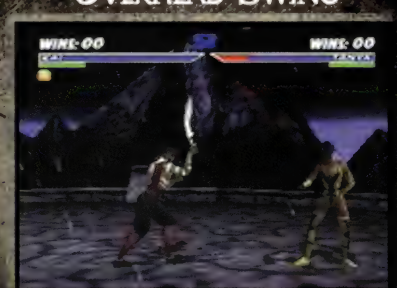


↓↙← + LP

Throw Weapon

↓↙← + LP

Overhead Swing



LP

Uppercut Swing

HP

Cross Slash

← + HP or LP

Fatalities & Pits

Body Rip

↑ → ↑ ← + HK + BL (next to opponent)

Head Shot

↑ ↑ ↑ ↓ + BL (sweep distance)

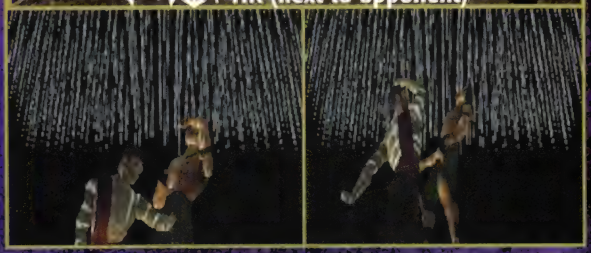
Kai™

Fan Pit

→ → ↓ + BL (next to opponent)

Goro Pit

← → ↓ + HK (next to opponent)



Air Combos

3 hits, 19%:
HP, Jumping HK, Super Roundhouse Kick

3 hits, 16%:
HP, HP, Square Wave Punch

Ground Combos

7 hits, 31%:
Jumping HP, HP, HP, HK, ↓ + HP, HP, Super Roundhouse Kick

6 hits, 24%:
HP, HP, HK, ↓ + HP, ↓ + HK, Square Wave Punch

3 hits, 24%:
Jumping HK, Jumping HK, Square Wave Punch

3 hits, 18%:
Jumping HP, HP, Hand Stand

Kai™

Corner Combos

4 hits, 27%:
Jumping HK, Jumping HK, HP, Super Roundhouse Kick

4 hits, 29%:
Jumping HK, Jumping HK, Jumping HP, Jumping LP

Weapon Combos

5 hits, 30%:
Jumping HP, HP, HP, HK, ↓↙← + HK

3 hits, 27%:
Jumping HK, Jumping HK, HP (weapon must be out)

Strategies

Vs Human

Kai was a sleeper character. Early estimates labeled him "cheap," then simply "bad." Now he is considered a top-notch fighter.His weapon is, by far, his best asset. Whip it out at the earliest opportunity. Use the Overhead Slash as much as possible. His Super Roundhouse Kick is a great combo finisher. Do not do this move from a distance, though, because it does not have a good reach and you will get countered. The best time to use this move is after you punch a player out of the air.

His Square Wave Punch can be used both offensively and defensively. Offensively, you will want to use it at the end of a combo that pops the enemy up in the air. You may also want to use it if you punch a player out of the air. Defensively, you can use it to escape from the corners or to get away from an aggressive player. Be careful not to do the move into a corner where the enemy already stands.

Fireballs galore! Kai comes with two fireballs: One fireball goes down the screen and then comes up, and the other one does the opposite. Use the less powerful Down Fireball as a decoy to fire off the Up Fireball, or you can use it to slow the enemy.The Up Fireball, on the other hand, is great to trap a player. Do a jump kick at the enemy and (even if they block it) do the Fireball. This will force the player to hold block, allowing you to either throw him or continue to trap him. Be warned, though, a skilled player can always find ways around this and counter you.

Kai's Handstand moves are just bad and I don't suggest using them too much. The only move that has any value is his Spin on Hand move, and even this is hard to do successfully. You must get the move off and quickly get in front of your opponent. The other player will usually just do a low projectile or low kick and mow you down.

Vs Computer Player

When fighting against the computer, you will not be able to do the Fireballs as often as you could against a human player. If you do nail the computer with a Fireball, do the Donkey Kick to pop him back up and then do another Fireball and a combo to finish him.

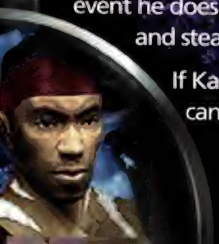
The most important thing to remember is to get your weapon out. If you can, the computer is doomed. Knock the computer player down with the Knife Overhead and continue to do it as he tries to get back up. You should be able to kill everyone with this trick. If it does block, though, watch out for a return fireball. You will surely win this way!!!

Vs Kai

Kai is an air character with few counters. If the Kai player is throwing a lot of Fireballs, you must time his Fireball and jump kick him before he hits the ground. The best bet for this match-up is to pick a player with an Air Throw and toss Kai out of the air whenever he does an Air Fireball.

More important, stick with distant combat. Try to stay far away from Kai and keep him at bay with your own projectiles. You really want to try to prevent him from getting out his weapon. In the event he does get it out ,try to wait for him to swing it at you, then counter him with a jump kick and steal his weapon—probably the deadliest one in the game.

If Kai does his Square Wave Punch, try to run him down and uppercut him before he can land again, especially if he is near a corner.



Kai™

LIU KANG™

Weapon:	Dragon Sword
Birthplace:	Hong Kong, China
Dislikes:	His Temple and Life
Likes:	Study of Martial Arts, Shaolin, and Kitana
Favorite Food:	Tuna on Rice

Character Story

Still the immortal champion of Mortal Kombat, Liu Kang finds himself venturing into the realm of Edenia to rescue the princess Kitana from the vile clutches of Quan Chi. Unsuccessful in his mission, Liu returns to Earth and mounts an effort to bring together Earth's greatest warriors. He does it this time not only to free Kitana's home world, but also to assist his mentor and Earth's protector, Rayden.

Character Bio

Kang made his debut appearance in the first Mortal Kombat. Since then, he has become champion of the tournament, been defeated, and won it again. He enters MK4 to aid his friend Rayden in the battle against Shinnok.

Player Rating: 8.50

Special Moves

High Fireball

→ → + HP

Air Fireball

→ → + HP

Low Fireball

→ → + LP

Flying Kick

→ → + HK

Bike Kick

Hold LK for three seconds,
then release

Liu Kang™

Weapon Moves

Draw Weapon

← → + LK

Throw Weapon

← → + LK

Step n Stab

← + HP

Down Slice

LP

Quick Slice

HP (repeat for extra slices)

Turn and Slice

← + LP

Fatalities & Pits

Dragon

→ → → ↓ + BL + LK + HK (sweep distance)

Skeet Shooting

→ ↓ ↓ ↑, HP (next to opponent)

Fan Pit

→ → ← + LP (next to opponent)

Goro Pit

→ → ← + HK (next to opponent)

Liu Kang™

Air Combos

3 hits, 22%:
HP, Bike Kick, Flying Kick

3 hits, 17%:
HP, Jumping HP, Air Fireball

3 hits, 22%:
HP, HP, Bike Kick

Ground Combos

9 hits, 43%:
Jumping HP, HP, HP, HK, ↓ + HP, HP, Jumping HP, Fireball, Bike Kick

6 hits, 24%:
HP, HP, HK, ↓ + HK, Bike Kick, Fly Kick

7 bits, 26%:
Jumping HP, HP, HP, , HK, ↓ + HP, Jumping HP, HK

5 hits, 23%:
HP, HK, ↓ + HP, High Punch, Flying Kick

3 hits, 22%:
Jumping HK, Jumping HK, Air Fireball

Liu Kang™

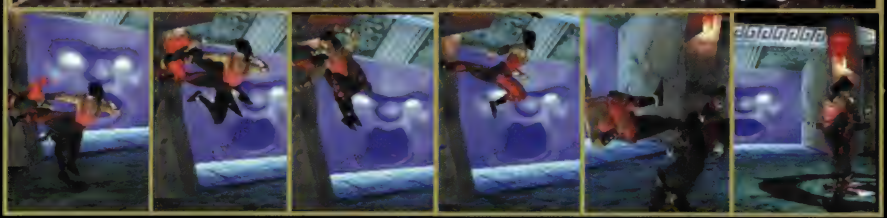
Corner Combos

5 hits, 36%:
Jumping HK, Jumping HK, LP, Bike Kick, Fly Kick

5 hits, 36%:
Jumping HK, Jumping HK, Jumping HP, Air Fireball, Fly Kick

4 hits, 31%:
Jumping HK, Jumping HK, Bike Kick, Low Fireball

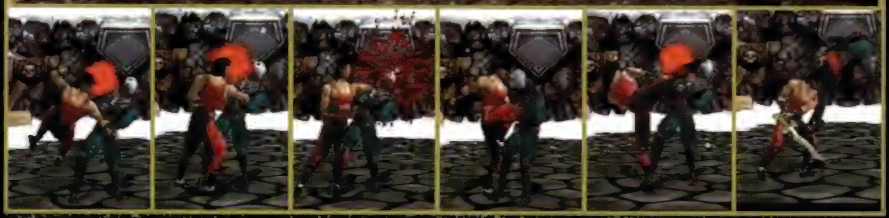
6 hits, 47%:
Jumping HK, Jumping HK, Jumping HP, HK (in air), Bike Kick, Flying Kick



5 hits, 35%:
Jumping HK, Jumping HK, Jumping HP, HK (in air), Air Fireball

Weapon Combos

6 hits, 32%:
Jumping HP, High Punch, HP, HK, HK, ←, →, LK



3 hits, 24%: Jumping HK, Jumping HK,
← + LP (weapon must be out and In corner)

Strategies

Vs Human

Liu Kang is the hero of the game and is still the ultimate player. He possesses a large arsenal and uses it well.

His Bike Kick is a great move to catch jumping players and to use in between combos. You must, however, use it wisely because, once blocked, it leaves you open for an uppercut or worse.

The Flying Kick can be used both offensively and defensively. When players are

getting up, you may be able to catch them with the Flying Kick. Since it's fast, the Flying Kick is useful to knock other jumping players out of the air. However, if the player does block it, he can counter you.

Defensively, you can use this move to make a quick escape when in close. But, you must make sure you are close enough that you will go past the other player. If not, you will hit him, and possibly get counterattacked.

Try to mix up his Fireballs in a combination that will leave the enemy guessing. This is also a great way to sneak in a Bike or Flying Kick. Try to get some distance with the Fireballs and follow with one of these kicks. If, however, your opponent can avoid the Fireballs, you are sure to get knocked out of the air.

Liu's weapon is not great but it is effective. Try to trap the enemy in the corner with the quick slashes and finish with the Bike Kick or Flying Kick.

The key to becoming a successful Kang player is having the Bike Kick charged and ready to go at any given moment. Since you'll be holding the LK button, you will be unable to do Sweep Kicks and other LK moves.

Vs Computer Player

Fighting against the computer with Kang is simple. Bike Kicks work on pretty much anyone. If it does get blocked, the worst you'll get is an uppercut. It is possible, however, to go overboard with the Bike Kicks.

Fireballs work well for a while, but the computer will certainly start to jump or dodge to avoid them. So, for the first few matches, get them out of your system—after that, forget it.

The Flying Kick is just like the Bike Kick: You will be able to use it as much as you want. Beware, however, of the uppercuts.

Vs Liu Kang

There are two types of Kang players: Runners and Fighters.

Runners will spend more than half the match on the other side of the screen shooting Fireballs at you. The way to beat this is to pick a character who can either Teleport or Jump over them one by one. If you can dodge them, most Runners will try to run with the Flying Kick or Bike Kick. If they do the Bike Kick, stand up and block to keep them from getting past you.

If you are playing the second kind of Liu Kang player, the Fighter, you are in for quite a battle. First off, you must always be on guard for the Bike Kick—he will use it a lot. You must be patient and wait him out. Next, do not jump toward or over him when in close. The good Kang player will jump back and nail you with an air Fireball. As for the weapon, most Kang players will not even take it out, but if they do, quickly sweep them and try to get it away from them.

Finally, try to avoid too much time in the corner; a good Liu Kang can do some very damaging combos there.

QUAN CHI™

Weapon:	Mace Club
Birthplace:	Unknown
Dislikes:	Everything
Likes:	All Who Cater To Him
Favorite Food:	Raw Clams

Character Story

A free-roaming sorcerer, powerful in the black arts, Quan Chi uses his abilities to free the now evil elder god Shinnok from his confines in the netherealm. In exchange for his services, Shinnok has granted Quan Chi the position of arch-sorcerer of his now expanded nether realm.

Character Bio

Quan Chi is a sorcerer who made his first appearance in Mortal Kombat Mythologies. He was responsible for the death of Scorpion and his family. This sorcerer returns in Mortal Kombat 4 to help his Lord Shinnok gain vengeance on Rayden.

Player Rating: 6.50

Special Moves

Slide

→ → + HK

Teleport Dance

→ ↓ + LK

Weapon Steal

→ ← + HP

Air Throw

BL (in air)

Green Skull

→ → + LP

Weapon Moves

Draw

↓↙← + HK

Throw Weapon

↓↙← + HK

Uppercut Swing

← + LP

Overhead Swing

HP

Hit Toward Screen

LP

Hit Away Screen

← + HP

Fatalities & Pits

Mimic Death

↑ ↑ ↓ ↓ + LP (sweep distance)

Leg Rip

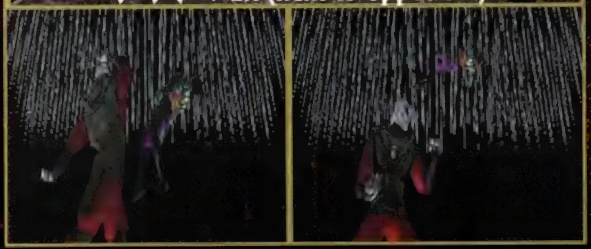
Hold LK → ↓ → (Release) LK (next to opponent)

Fan Pit

→ → ↓ + HP (next to opponent)

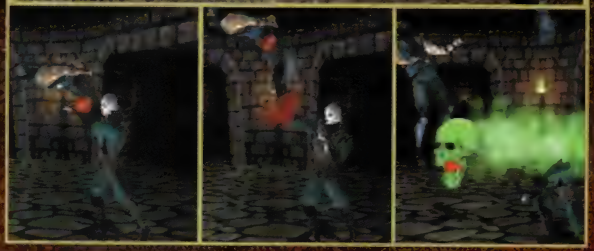
Goro Pit

→ → ← + LK (next to opponent)



Air Combos

3 hits, 14%:
HP, HP, Skull Throw



3 hits, 20%:
HP, Jumping HK, Slide

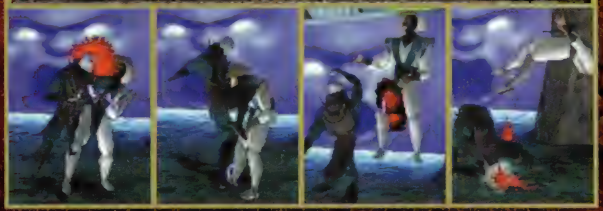
Ground Combos

6 hits, 38%:
HP, HP, HK, ↓ + HP, HP, Jumping HK, Air Throw

Quan Chi™

6 hits, 23%:
HP, HP, HK, ↓ + HP, ↓ + HK, Skull Throw

4 hits, 18%:
HP, HK, ↓ + HP, Slide



4 hits, 17%: HP, HP, Weapon Steal, LP
(enemy must have weapon out)

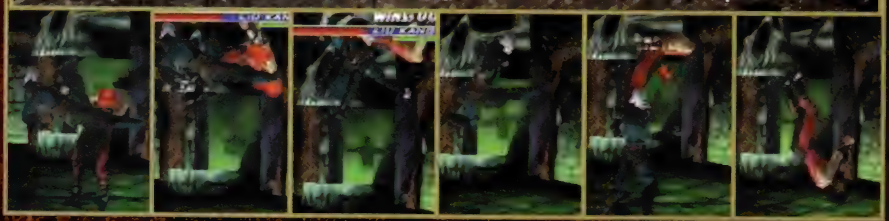
8 hits, 43%:
Jump Straight Up with a HK, HP, HP, HK, ↓ + HP, HP, HP, Teleport Dance

Corner Combos

4 hits, 41%:
Jumping HK, Jumping HK, Jumping HP, HK (in air), Air Throw

5 hits, 38%:
Jumping HK, Jumping HK, Jumping HP, HK (in air), Slide

6 hits, 42%:
Jumping HK, Jumping HK, Jumping HP, HK (in air), LP, Teleport Dance



Weapon Combos

5 hits, 29%:
Jumping HP, HP, HP, HK, ↓↙← + HK

Quan Chi™

3 hits, 25%: Uppercut, Uppercut, Skull Throw (weapon must be out)

3 hits, 27%: Uppercut, Uppercut, Cross Swing (all weapon combo)

3 hits, 25%: Jumping HK, Jumping HK, ← + LP (in corner, weapon must be out)

Strategies

Vs Human

Quan Chi's Green Skull is a good way to keep a player away. Although projectiles are normally easy to avoid, this one is bigger and slower than most. Using it will usually throw off people's timing and they will jump on the Skulls. Some people will, however, be able to jump over them and counter, so use discretion.

Quan Chi also has a very effective Air Throw. You can sometimes jump

away from a player in the air and still grab him. Also, you can hit the player with a jump kick and then finish him in the air with the Air Throw.

The Weapon Steal has been underestimated by every player we have spoken to. The key to the move is not to steal the weapon out in the open, but to do it with a combo. Most players will block the Weapon Steal from a distance, but cannot when it is done in a combo.

Quan Chi's slide is not a good move and is easily countered. Rather than attacking with it, use this move to go underneath an overly aggressive player.

The Teleport Stomp is a fine move if you can use it correctly. Use it to knock a jumping player out of the air, but do not use it if your opponent is blocking on the ground.

Quan Chi comes equipped with a Mace, a weapon that works like Rayden's hammer and offers some good combos (i.e: Mace Uppercut, Green Skull). However, this move is a little slow.

Vs Computer Player

Do a combo and knock the computer player down, then immediately throw a Green Skull. Ideally, this can be repeated indefinitely.

Don't go overboard with the Teleport Stomp. The first six or seven competitors will fall for it, but later ones will counter it every time. Use the Teleport Stomp to counter anyone who throws a projectile at you.

You will always be able to steal a weapon that the computer pulls out. So, if the weapon is any good, take and use it.

Unlike humans, the computer does fall for the Slide moves when used offensively.

Vs Quan Chi

A Quan Chi player will usually do his Teleport Stomp a lot, so be careful and remember to block it and counter. Avoid jumping toward him too much or you'll get nailed by the Teleport Stomp.

Be aggressive against Quan Chi and try to stay in his face. Do not give him the opportunity to throw multiple Green Skulls at you. If he does, remember that they move slightly slower and are a little harder to jump over.

Do not allow the sorcerer to get your weapon, especially if you have one with a long reach.

Let an aggressive Quan Chi player jump at you; don't try to beat him out of the air. Rather than jumping at him, nail him with a HP and combo from that.

Finally, stay out of the corners. Like Jax, Quan Chi can cause a lot of damage in the corners, so try to stay centered.

RAYDEN™

Weapon:	Wooden Hammer
Birthplace:	Unknown
Dislikes:	Anyone who messes with his Earth Realm
Likes:	Good people and lightning
Favorite Food:	Nuclear Buffalo Wings

Character Story

The god of thunder returns to Earth after the defeat of Shao Kahn but finds a new threat when Shinnok's forces, led by Quan Chi, attack the elder gods. With the heavens in disarray, Rayden exists as one of the last gods of Earth. He must come to the aid of his elders and put an end to the villainous reign of his ancient enemy.

Character Bio

Rayden has been around since Mortal Kombat , but was prevented from participating in Mortal Kombat 3. He now enters Mortal Kombat 4 to help prevent Shinnok from taking his power to the Earth Realm.

Player Rating: 8.50

Special Moves

Fly

→ → + LK

Teleport

↓ ↑

Electric Fireball

↓ ↙ ← + LP

Weapon Moves

Draw Weapon

→ ← + HP

Throw Weapon

→ ← + HP

Uppercut Swing

← + LP

Rayden™

Swing Toward

LP

Overhead Swing

← + HP

Swing Away

HP

Fatalities & Pits

Body Shock

→ ← ↑ ↑ + HK (next to opponent)

Staff Shock

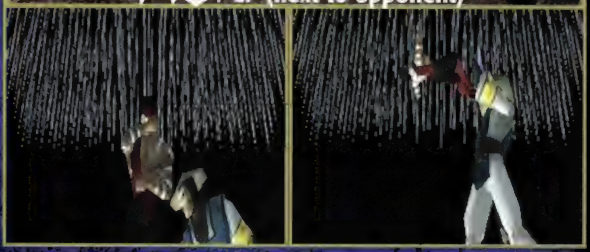
↓ ↑ ↑ ↑ + HP (next to opponent)

Fan Pit

← → ↓ + BL (next to opponent)

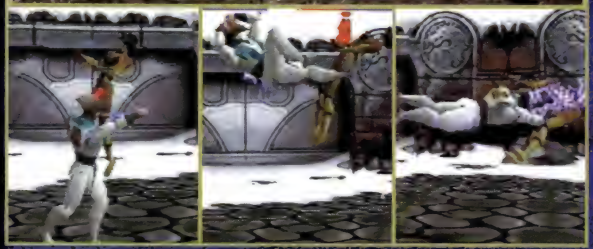
Goro Pit

→ → ↓ + LP (next to opponent)



Air Combos

3 hits, 20%:
HP, Jumping HK, Fly

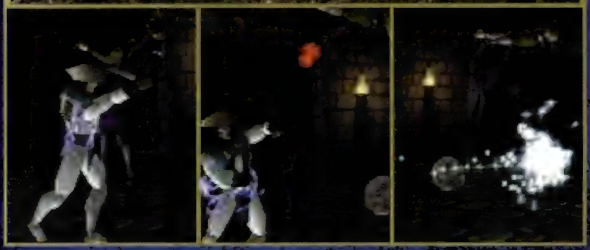


3 hits, 37%:
Jumping HP, HK, Fly

Rayden™

4 hits, 27%:
HP, Jumping HP, HK (in air), Fly

3 hits, 16%:
HP, HP, Electric Fireball

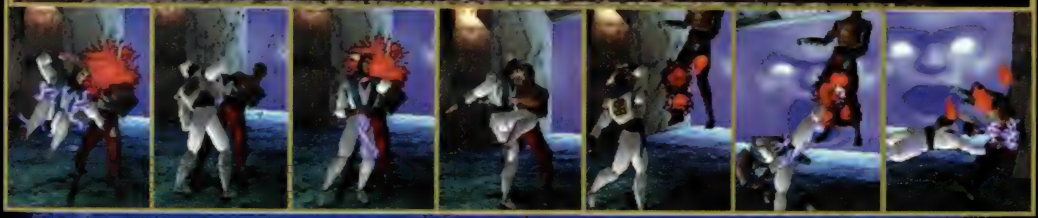


Ground Combos

8 bits, 37%:
Jumping HP, HP, HP, HK, ↓ + HP, HP, Jumping HP, Fly

4 hits, 18%:
HP, HK, ↓ + HP, Fireball

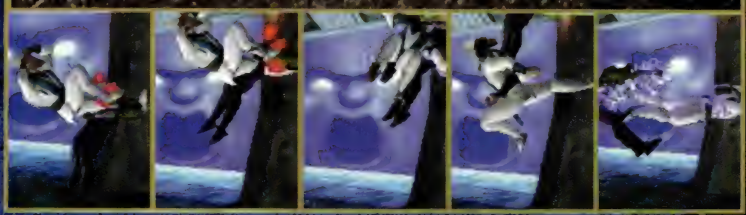
7 hits, 29%:
HP, HP, HK, ↓ + HP, ↓ + HK, Fly



9 hits, 45%:
Jumping HP, HP, HP, HK, ↓ + HP, HP, Jumping HP, LP (in air), Fly

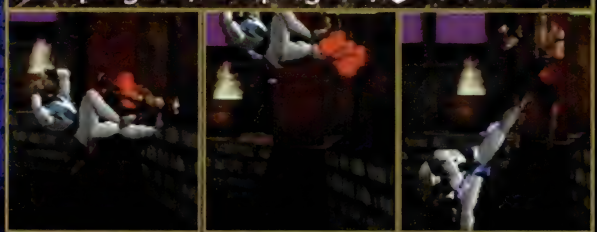
Corner Combos

5 hits, 38%:
Jumping HK, Jumping HK, Jumping HP, HK, Fly



4 hits, 27%:
Jumping HK, Jumping HK, HP, Fireball

3 hits, 22%:
Jumping HK, Jumping HK, ↓ + HK



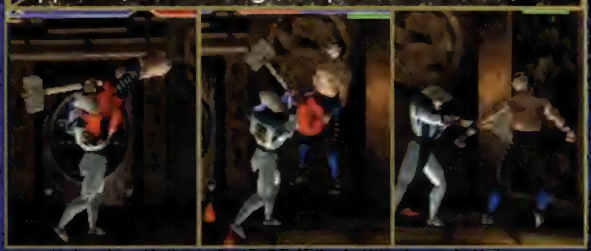
Rayden™

Weapon Combos

6 hits, 30%:
Jumping HP, HP, HP, HK, →, ← HP, Fly

4 hits, 34%: Hammer Uppercut, Hammer Uppercut, Jumping HP, Fly (weapon must be out)

3 hits, 27%: Hammer Uppercut, Hammer Uppercut, Cross Swing (weapon must be out)



7 hits, 40%:
HP, HP, HK, HK, → ← + HP, Jumping HP, Fly

Strategies

Vs Human

Rayden isn't strong, but he's still a very good fighter. His Fly is his best attack. Add some damage by using this move whenever you nail a jump kick. If this move is blocked, watch out for the BIG combo.

Rayden's Teleport can be used both offensively and defensively. When a player is running from you, wait until he throws a projectile at you. Then, immediately do the Teleport behind him and sweep him down. Alternatively, if you want to run from an overly aggressive player, use the Teleport to get away. Be sure not to Teleport from corners; doing so will put you back to the same spot and leave you open for a counter.

Rayden probably has the best jump kick in the game. Whenever a player is jumping at you, try to jump away with a jump kick. If it hits, add the Fly to increase the damage.

As projectiles go, Rayden's is average. I use it only to throw off an unsuspecting player.

The Hammer should be used to inflict some major damage. It is not fast, so only go for the sure hit.

Vs Computer Player

Fighting the computer with Rayden is an easy task.

A straight Fly will work for only the first 4 or 5 matches. Once the computer adapts, jump over the player's back with a jump kick and then do the Fly. This will work about 90% of the time. If the computer does block it, you will usually receive either an uppercut or an Air Throw. This is, in my opinion, a good trade off.

Use your combos to knock the computer player down. After you have knocked him down, throw Electric Fireballs at him to keep him trapped.

When fighting with a weapon, bring the weapon out in the combo. After you hit him with the weapon, you can do the Fly to add an extra hit. Next, move in front of your opponent as he tries to get up and nail him with the hammer. This will work about 60% of the time.

Vs Rayden

Do not throw many projectiles. Rayden will Teleport and attack you.

Do not jump at him too much; let him come to you. Fight Rayden on the ground because you will surely lose in the air. In the event that he gets his Hammer out, try to stay on top of him until you can knock it away.

A good Rayden player will have mastered the jump kicks so don't try to punch him out of the air. Instead of landing the HP, you'll be nailed with the Fly.

When a Rayden player begins jumping over your back, don't run after him right away; instead wait until he lands. Most Rayden players will jump over your back, then Fly back at you.

Jump over Electric Fireballs. This is the weakest of Rayden's special attacks and it leaves him open for a counter.

Rayden™

REIKO™

Weapon:	Spiked Club
Birthplace:	Unknown
Dislikes:	Everyone
Likes:	Fighting
Favorite Food:	Broiled Swordfish

Character Story

Once a general in Shinnok's armies, Reiko led the forces of darkness into the battle against the elder gods. Once thought killed during that onslaught, he resurfaces and joins the battle against Earth's forces.

Character Bio

Reiko is a newcomer, a wildcard of sorts. He makes his first appearance in Mortal Kombat 4. The emblem on his uniform leads us to believe he works for Shinnok. It is said that he is an ally to Kia, Sereena, and Jataaka and serves as a General in Shinnok's army.

Player Rating: 9.50

Special Moves

Flip Kick

←↙↓↘→ + HK

Teleport Slam

↓↑, then BL in the air

Stars

↓↘→ + LP

Spin Teleport

← → + LK

Reiko™

Weapon Moves

Draw Weapon

↓↙← + HP

Throw Weapon

↓↙← + HP

Overhead Swing

← + HP

Uppercut Swing

← + LP

Swing Toward

LP

Swing Away

HP

Fatalities & Pits

Torso Kick

→↓→ + BL, LP + LK + HK (next to opponent)

Stars of Death

←←↓↓ + HK (sweep distance)

Fan Pit

↓↓← + LK (next to opponent)

Goro Pit

→→↓ + LK (next to opponent)

Reiko™

Air Combos

4 hits, 25%:
HP, Jumping HP, HK, Tele Slam

5 hits, 30%:
HP, Flip Kick, HP, Jumping HK, Tele Slam

6 hits, 34%:
HP, Flip Kick, HP, Jumping HK, Flip Kick, Uppercut

Ground Combos

7 hits, 36%:
Jumping HP, HP, HP, HK, ↓ + HK, Flip Kick, HP, Stars

5 hits, 17%:
HP, HP, HK, ↓ + HP, Tele Slam

7 hits, 43%:
Jump Straight Up with HK, HP, HP, HK, HK, Flip Kick, HP, Jumping HK

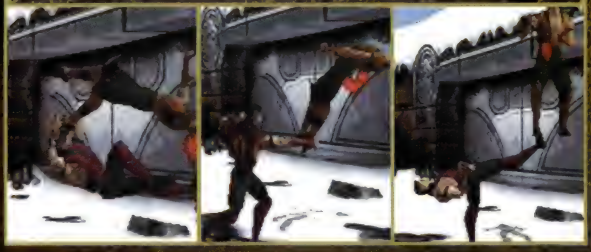
8 hits, 41%:
Jumping HP, HP, HK, HK, Flip Kick, HP, Jumping HP (in air)

Corner Combos

4 hits, 27%:
Jumping HK, Jumping HK, HP, Stars

Reiko™

3 hits, 20%:
Jumping HK, LP, Flip Kick



5 hits, 36%:
Jumping HK, Jumping HK, Jumping HP, HK, Tele Slam

Weapon Combos

6 hits, 33%:
Jumping HP, HP, HP, HK, ↓↙← + HP

4 hits, 32%:
Jumping HK, Jumping HK, ← + LP

Strategies

Vs Human Opponent

Although Reiko's Teleport Slam is decent, his Flip Kick is slow to come out and easily blocked, his Stars are a little weak, and his Spinning Teleport is ineffective. Still, he's a great character.

When a player jumps at you, do the Flip Kick to take him out of the air and do a decent combo. Be very careful of players blocking this move from in close. Try to always follow a successful jump kick with the Flip Kick.

Reiko's Stars should only be used when you are sure of the hit or to end a combo.

The Teleport Slam is one of his best attacks, lifting a player off the ground. This move should always be used to end a combo. Remember, you do not have to slam a victim. Instead, you can mix the move up with some kicks or sweep kicks.

The Spinning Teleport can only be used when there is space on the other side of the enemy. There is also the constant risk that you may land in front of your opponent, leaving you open for an uppercut or counter.

Vs Computer Player

When fighting against the computer, you will be able to bang out some big combos (opening with the Flip Kick). Soon, however, characters will begin to block you. Adapt by jumping over their backs with a jumping high kick followed by the Flip Kick.

Doing a combo to knock down computer players will enable you to trap them with Stars. Keep in mind that Stars to do not travel the full length of the screen, so you must be closer for the trap to work. Moving into range, however, leaves you open for a combo.

Avoid doing the Teleport Slam and the Spinning Teleport too often. The computer will catch on quickly and counter them every time.

Vs Reiko

Stay near the corners, watch where you jump, and constantly hold the block button.

Sticking to the corners prevents Reiko from doing his Spinning Teleport. You can come out of the corner to counter this move, but it is risky.

Wait for the Teleport Slam. If you see Reiko go up quickly, hit the block button. If you block the move, he will bounce off you, leaving him open for a counter or a combo. Often, the Slam may not come and you'll get a Sweep instead; wait until Reiko lands and hold the block button.

The Flip Kick can be a real pain. The minute you see Reiko start to flip, hit the block button and be ready to counter it.

Reiko's Stars should not pose a threat. When he starts to throw them, simply jump over them and nail him with a jump kick.

Reiko™

REPTILE™

Weapon:	Battle Axe
Birthplace:	Outworld
Dislikes:	Humans and Elder Gods
Likes:	Destruction and his race of Reptilians
Favorite Food:	Crickets and Lady Bugs

Character Story

A general in Shinnok's army of darkness, Reptile once belonged to an extinct race of reptilian creatures. He was banished to the netherealm for committing genocide against several species. Responsible for the death of millions, Reptile is a dangerous ally to the forces of evil.

Character Bio

Reptile made his debut in Mortal Kombat as a hidden character. In Mortal Kombat II, he became a playable character. He has since developed many skills and has become a bodyguard for sorcerers and gods alike. He enters MK4 to aid Shinnok.

Player Rating: 6.50

Special Moves

Super Crawl

← → + LK

Dash Punch

← → + LP

Invisibility

BL + HK

Acid Spit

↓ ↘ → + HP

Weapon Moves

Draw Weapon

← ← + LK

Throw Weapon

← ← + LK

Reptile™

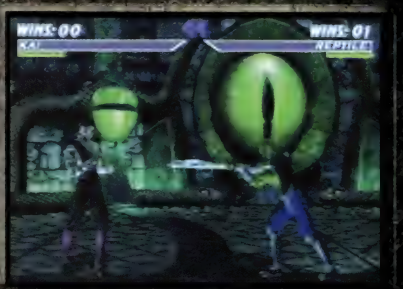
Spinning Blade

← + HP (hold HP to continue spin)

Uppercut Swing

HP

Downward Slash



LP

Step-n-Slash

← + LP

Fatalities & Pits

Head Eat

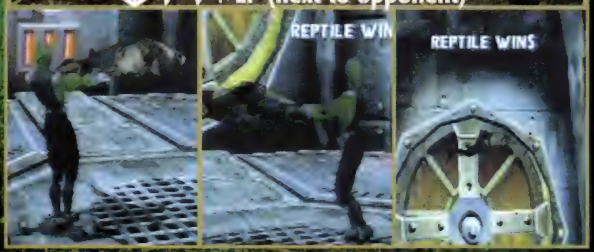
Hold LP + HP + LK + HK, then press ↑ (next to opponent)

Acid Spit

↑↓↓↓ + HP (sweep distance)

Fan Pit

↓→→ + LP (next to opponent)



Goro Pit

↓↓→ + HK (next to opponent)

Air Combos

3 hits, 14%:
HP, HP, Acid Spit

Reptile™

5 hits, 26%:
HP, Jumping HK, Crawl, HP, Dash Punch

Ground Combos

6 hits, 33%:
HP, HP, HK, ↓ + HP, Crawl, Dash Punch

5 hits, 32%:
Jumping HK, Jumping HK, Crawl, HP, Dash Punch

6 hits, 26%:
HP, HP, HK, ↓ + HP, HP, Acid Spit

8 hits, 41%:
HP, HP, HK, HK, Super Crawl, LP, Dash Punch

Corner Combos

7 hits, 42%:
Jumping HK, Jumping HK, Crawl, ↓ + HK, Crawl, Dash Punch

4 hits, 29%: Jumping HK, Jumping HK, Jumping HP, HK (in air)

7 hits, 44%:
Jumping HK, Jumping HK, Jumping HP, HK (in air), Crawl, HP, Dash Punch

Reptile™

Weapon Combos

6 hits, 36%: HP, HP, HK, HK, ← ← LK, LK

5 hits, 29%:
Jumping HK, Jumping HK, Crawl, ← + HP (weapon is out)

3 hits, 27%:
Jumping HK, Jumping HK, Jumping LP (weapon all)

4 hits, 31%:
← + HP (2 hits), Super Crawl, HP

Strategies

Vs Human Opponent

When using Reptile, you must constantly move around; he is low and swift.

Use his Super Crawl to trip up unsuspecting players or as part of an auto combo. Do the crawl and immediately do the Dash Punch for an increased combo percentage. You must be careful with this move though; if the crawl is blocked you will be left wide open for a counter.

The Dash Punch is another good move as both a combo finisher and a stand-alone move. When used alone, however, it can be easily avoided, leaving you susceptible to a jump kick. Use it very cautiously.

Reptile comes equipped with Invisibility again, although it seems to be a little slower to activate. If you do it, you must understand where you are and keep track of yourself. Unless you are fighting Rayden or Liu Kang, you should be able to remain invisible for the entire match. When you are invisible, there are three things to keep in mind: your weapon is invisible too, your Super Crawl is almost impossible to defend, and the Acid Spit (combined with Uppercuts) will take anyone out of the air.

Reptile's Axe is good if you want to trap an enemy in the corner. Beyond that, it is a mediocre weapon with some serious flaws. Try to do Axe uppercuts and down strokes followed by crawls. This can cause a good amount of damage.

Vs Computer Player

Never turn invisible against a computer opponent. It may seem unfair, but the computer seems to cheat and keep track of you.

Use the Axe against the computer frequently. You will be able to get more hits and combos with it than you would against a human player.

The Acid Spit should only be used if you are sure of the hit. The computer can very easily avoid the acid; it is slower than other projectiles.

When the computer jumps at you, try to HP it out of the air, and then go into either the Super Crawl or the Dash Punch.

Vs Reptile

Against a good Reptile player, the Acid Spit will not hurt you if you duck. Jumping over it is difficult for beginners.

Always stay in Reptile's face and do not give him a chance to go invisible on you. If he disappears, retreat and throw projectiles to make him reappear.

When he tries to do his Super Crawl, block it, then do kick combos. You will not be able to hit him with the punches, only the kicks.

Try to get Reptile's Axe from him. The weapon is stronger in the hands of other players.

SCORPION™

Weapon:	Broadsword
Birthplace:	Osaka, Japan
Dislikes:	People who killed his family
Likes:	Life and his family
Favorite Food:	Dead men don't eat

Character Story

In hopes of gaining Scorpion as a new ally in the war with the elder gods, Quan Chi makes the dead ninja an offer he cannot refuse—life, in exchange for his services as a warrior against the elders. Scorpion accepts, but conceals ulterior motives.

Character Bio

This ninja made his first appearance during Mortal Kombat as a lost soul bent on avenging his death by the hand of Sub-Zero. His quest has carried him all the way to Mortal Kombat 4.

Player Rating: 8.00

Special Moves

Spear

← ← + LP

Teleport

↓↙ ← + HP

Fire Breath

↓↘ → + LP

Air Throw

BL (while in air)

Weapon Moves

Draw Weapon

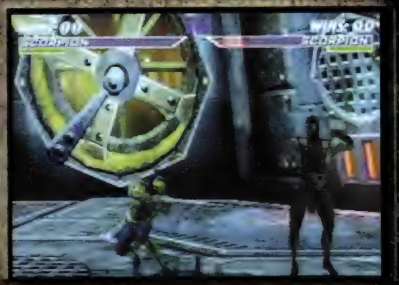
→ → + HK

Throw Weapon

→ → + HK

Scorpion™

Spinning Sword



↓ + LP (hold LP to continue spinning)

Uppercut Swing

← + LP

Downward Slash

HP

Underhand Swing

LP

Overhead Swing

← + HP

Fatalities & Pits

Fire Breath

← → → ← + BL (sweep distance)

Scorpion Impale

← → ↓ ↑ HP (next to opponent)

Fan Pit

→ ↓ ↓ + LK (next to opponent)

Goro Pit

← → → + LK (next to opponent)

Scorpion™

Air Combos

6 hits, 45%:
Jumping HP, HK, Teleport, Spear, HP, LK

10 hits, 47%:
HP, Fire Breath, Teleport, Spear, HP, HP, HK, ↓ + HP, HP, Jumping HK, Air Throw

11 hits, 47%: HP, Jumping HK, Teleport, Spear, HP, HP, HK, ↓ + High, HP, Jumping HK, Air Throw

Ground Combos

9 hits, 33%:
HP, HK, ↓ + HP, Spear, HP, HK, ↓ + HP, HP, Fire Breath

6 hits, 34%:
Jumping HP, HP, HP, HK, ↓ + HP, Jumping HP, Air Throw

10 hits, 46%:
HP, HK, ↓ + HK, Spear, HP, HP, HK, ↓ + HP, Jumping HK, Air Throw

Corner Combos

10 hits, 43%:
Jumping HK, Jumping HK, HP, Spear, HP, HP, HK, ↓ + HP, HP, Fire Breath

3 hits, 29%: Jumping HK, Jumping HK, Jumping HP, Air Throw

Scorpion™

4 hits, 16%: Jumping HK, Jumping HK, Jumping HP, Jumping LP

Weapon Combos

8 hits, 43%:
Jumping HK, Teleport, Spear, HP, HP, HK, HK, →, →, HK

3 hits, 20%:
HP HP, →, →, HK

5 hits, 34%: HP, HK, ↓ + HK, Spear, Rock Throw (must be positioned near rock)

Strategies

Vs Human Opponent

Scorpion is our favorite character. He is very powerful, he doesn't require much skill, and his combos are outrageous.

The Spear is the key to Scorpion—you must learn to stick this weapon into the throat of the enemy. To know how to throw it, you need to know when to throw it. You throw the Spear: (1) after you punch a player out of the air; (2) when a player jumps at you (take a step back and throw it), and; (3) right after you do a successful Teleport. Don't try this move in close, as it leaves you in counterattack range.

The Teleport can be used offensively or defensively. Offensively, you can hit the player from behind and set him up for the Spear. You can also use it in conjunction with a jump kick to add an extra hit.

Scorpion's Fire Breath is a new move, useful for extra hits in combos to start a juggle combo. Outside of a combo, however, it is very easily blocked.

The Air Throw can be used to take an enemy out of the air or end oncoming combos.

If you can put all these pieces together, you will see why Scorpion is by far the easiest character to use and master.

Vs Computer Player

Sit back and wait for the computer to jump at you and hit it with a standing HP, then a Spear, and finish with any big combo. Two big combos will finish anyone.

If, however, you want to toy with the computer like a wounded dog, attack it with a jump kick over the back. Then, if that hits, immediately do the Teleport and then throw the Spear. Top it all off with a maximum damage combo.

Vs Scorpion

Don't ever jump unless you are 100% sure you will be able to hit Scorpion. A miss against even an intermediate Scorpion player will guarantee a 40% loss of energy.

If the player tries to do the Fire Breath move, you should block it and immediately go for the BIGGEST COMBO you can.

Try to fight Scorpion up close; don't sit back and try to throw projectiles. He'll just Teleport behind you and hit you.

Try to throw and Breaker him as much as you can. If you get the opportunity to punch him out of the air or combo him, I suggest doing the biggest combo you can.

SHINNOK™

Weapon:	Spear
Birthplace:	Unknown
Dislikes:	Rayden and the other Elder Gods
Likes:	Power and Revenge
Favorite Food:	Sardines

Character Story

Banished to the netherealm for crimes committed against his once fellow elder gods, Shinnok is freed from his confines by Quan Chi. With the aid of a traitor, he then is able to overtake the realm of Edenia. From there, he wages a war against the elder gods and awaits a chance to take revenge against the god who banished him there—Rayden.

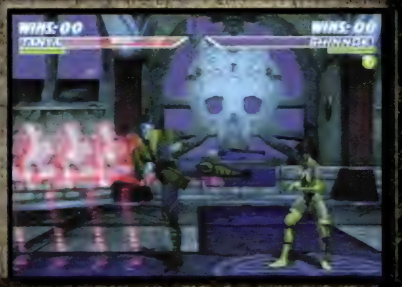
Character Bio

Shinnok made his first appearance in Mortal Kombat Mythologies. This fallen elder god seeks revenge on Lord Rayden for imprisoning him in the netherealm.

ayer Rating: 4.50

Special Moves

Cage



↓↓ HP

Fujin

→ → ← HK

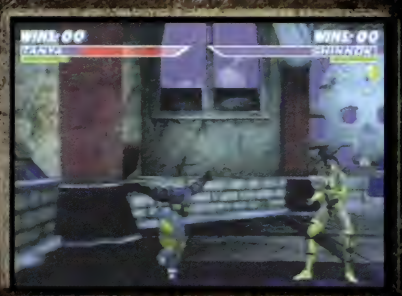
Jarek

← ← LK

Jax

→ ↓ → HK

Kai



→ → LK

Liu Kang

← ← → HK

Shinnok™

Quan Chi

← → ← → LK

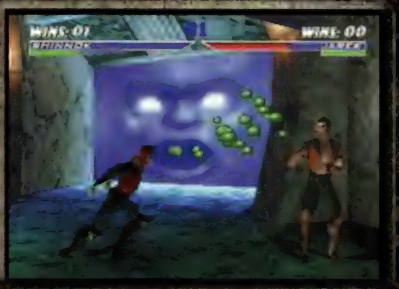
Rayden

↓ → → HP

Reiko

← ← ← BL

Reptile



← ← → BL

Scorpion

→ ← LP

Sonya

→ ↓ → HP

Sub-Zero

↓ ← LP

Tanya

← → ↓ BL

Weapon Moves

Draw Weapon

← → + LP

Throw Weapon

← → + LP

Leg Trip

← + LP

Dash-n-Stab

← + HP

Shinnok™

Uppercut

HP

Overhead

LP

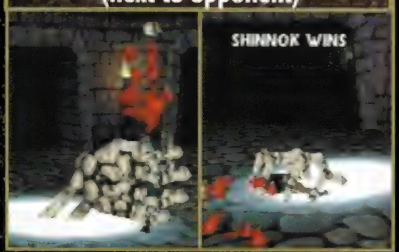
Fatalities & Pits

Hand Clap

↓↑↑↓BL (next to opponent)

Head Pop

↓←→↓+ RN
(next to opponent)

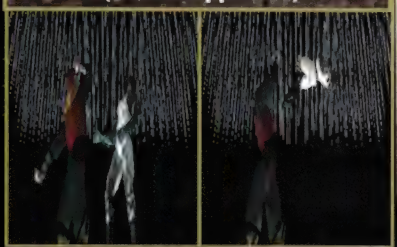


Fan Pit

↓↓→ + HK (next to opponent)

Goro Pit

↑→←+ HP
(next to opponent)



Combos

Shinnok does not have any moves or combos of his own, but he can impersonate any of the fighters in the game. When he is impersonating a fighter, all of that fighter's moves and combos are available to Shinnok

Strategies

Vs Human Opponent

Shinnok is not a very powerful character by himself: he has no basic moves, his weapon is average, and he is slow. He does, however, have the ability to transform himself into any character. Your best strategy is to transform into the character best suited to your opponent. Unlike the late, great Shang Tsung, Shinnok does not morph. Thus, you can impersonate on the fly, even changing during an attack.

You can also mix and match impersonations with weapons by changing into a character, drawing his or her weapon, and transforming into another character. With the final transformation, you will still hold the previous weapon. This is a great trick to get Sub-Zero's outstanding Ice Wand along with the abilities of a more appropriate character.

Vs Computer Player

Again, impersonate the character best suited to your opponent and remember to pull out whatever is your best weapon. Execute Shinnok's breaker as often as possible, but be aware that it will become harder to pull off as you go up the Tower.

Vs Shinnok

A Shinnok player is fairly easy to beat. Most players will impersonate Sub-Zero and try to bring out the Ice Wand; focus on preventing this. Sonya and Scorpion are also popular choices. If they do transform, stay close, allowing you to be in attack range when Shinnok reverts to his basic powers. Beware, however, Shinnok's spear. Try to get it out of his hands at the first opportunity.

SONYA™

Weapon:	Bladed Wheel
Birthplace:	Chicago, IL
Dislikes:	Black Dragon Clan
Likes:	Aerobics
Favorite Food:	Tuna on wheat

Character Story

After her journey into the Outworld and Shao Kahn's near destruction of Earth, Sonya becomes a member of Earth's own Outworld Investigation Agency. Her first mission leads her to join Liu Kang on his quest to aid the troubled thunder god, Rayden. She must survive long enough to warn her government of the new menace brought on by Quan Chi.

Character Bio

This U.S. agent has been around since the first game, tracking down members of the Black Dragon crime family and their leader, Kano. After Mortal Kombat 3, it was rumored he had been killed. Now in Mortal Kombat 4, she seeks to round up the survivors of The Black Dragon.

Player Rating: 7.00

Special Moves

Square Wave Punch

→ ← + HP

Fireball

↓ ↘ → + LP

Vertical Bike Kick

← ← ↓ + HK

Cartwheel Kick

← ↙ ↓ ↘ → + LK

Leg Grab

↓ + BL + LP

Air Throw

BL (while in air)

Sonya™

Weapon Moves

Weapon Draw

→ → + LK

Weapon Throw

→ → + LK

Hard Stab

← + LP

Uppercut Swing

HP

Overhead Swing

LP

Turn-n-Slice

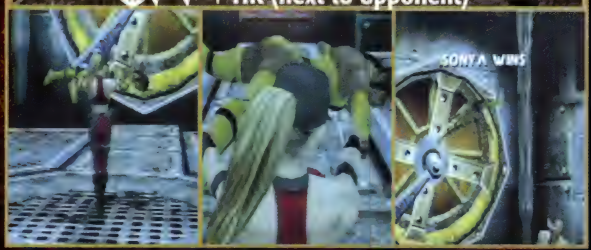
← + HP

Fatalities & Pits

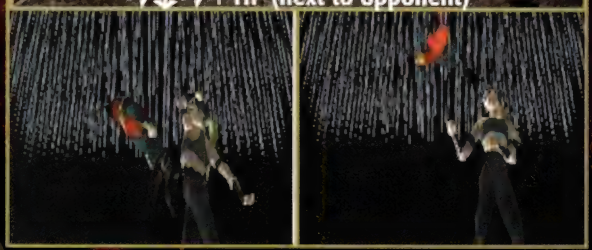
Kiss
↓↓↓↑ + RN (sweep distance)

Body Split
↑↓↓↑ HK (1/2 screen)

Fan Pit
↓←← + HK (next to opponent)



Goro Pit
→↓→ + HP (next to opponent)



Sonya™

Air Combos

3 hits, 17%:
HP, HP, Square Wave

4 hits, 21%:
HP, HP, Jumping HK, Fireball

3 hits, 22%: HP, Cartwheel Kick, Jumping HK, Air Throw

Ground Combos

8 hits, 40%:
HP, HP, HK, ↓ + HP, HP, Cartwheel Kick, Jumping HK, Air Throw

4 hits, 24%:
HP, HP, HK, Fireball

12 hits, 60%: HP, HP, HK, HK, Cartwheel Kick, LP, Cartwheel, Jumping HK, Air Throw, Leg Grab

Corner Combos

4 hits, 30%:
Jumping HK, Jumping HK, HP, Leg Grab

3 hits, 28%:
Jumping HK, Jumping HK, Bike Kick

Sonya™

4 hits, 38%: Jumping HK, Jumping HK, Jumping HP, Jumping LP, Air Throw

Weapon Combos

4 hits, 28%:
HP, HP, HK, → → LK

3 hits, 24%:
Jumping HK, Jumping HK, ← + HP

6 hits, 38%: Jumping Straight Up HK, HK, ↓ + HK, Cartwheel Kick, ← + LP

Strategies

Vs Human Opponent

In both moves and weapon, Sonya Blade packs quite a punch. To use Sonya to her full potential, use her vertical Bike Kick often. Whenever a player is jumping at or over you, use this move to knock him down.

Her Square Wave Punch is an excellent move to take players out of the air when they jump from the other side of the screen. If you don't do this move quickly enough, your foe will be on ground awaiting you with an uppercut. The signature Leg Grab move is as good as always. This move can trip up the best Mortal Kombat player but, if blocked, leaves you open for some devastating counters. Use Sonya's Fireball in close or from afar. This move is always good to change the pace of an attacking game and give you time to think. Remember that this move is easily jumped over and countered.

Sonya's Cartwheel Kick is a great move to use in combos, but don't use it to start combos against skilled players. They will certainly block it, leaving you open for a beating. Use this move to link two combos together. Her Air Throw is one of the best, allowing Sonya to grab players from a distance and slam them. This move has no counters. Sonya's weapon is fair, so use it only in a combo for extra hits or when you trap a player in the corners.

Vs Computer Player

Like Scorpion, Sonya is a sure win against the computer. Do the vertical Bike Kick whenever you like. The computer may block it after a while but will not counter it too badly. Do not try to nail the computer with her Fireball because it will usually dodge or jump over it. Her Leg Grab should not be overused; the computer will pick up on it and begin to counter it during later matches. The Square Wave Punch is good for taking a jumping computer player out of the air or making quick escapes, but be careful of where you land. When you fight the computer, use the Cartwheel Kick and Air Throw to add hits to your Auto Combos and air juggles.

Vs Sonya

Jump at Sonya as little as possible. Jump too much and she'll catch you with the vertical Bike Kick. If she does the vertical Bike Kick, try to stand up and block it, opening her for a counter or combo. If you see a Leg Grab coming, you must duck and block to stop it. Once blocked it can be countered. Chase Sonya down. If she does the Square Wave punch, try to catch her and attack. Jump over her Fireball to sneak in a jump kick or combo. More than any other, this move leaves Sonya wide open. If she does her Cartwheel Kick, quickly block it and counter it with a large combo. The best way to beat Sonya is to kick back and try to wait her out while looking for an opening.

Sonya™

SUB-ZERO™

Weapon:	Ice Wand
Birthplace:	Tibetan Village, China
Dislikes:	Evil Sorcerers and Scorpion
Likes:	Cold weather and skiing
Favorite Food:	Italian Ice (Cherry)

Character Story

After Shao Kahn's defeat at the hands of Earth's fighters, Sub-Zero's warrior clan known as the Lin Kuei is disbanded. But with the new threat brought on by Quan Chi, the ice warrior once again dons the familiar costume once worn by his brother, the original Sub-Zero. He also holds secrets passed on to him by his sibling—secrets that could hold the key to stopping Shinnok.

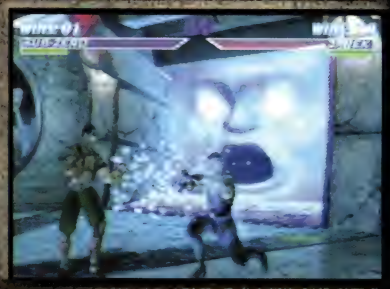
Character Bio

This mysterious warrior has been around since the first Mortal Kombat. At least his name has. Sub-Zero has been a mystery to all MK players. His identity has alternated between himself and his brother since the beginning. It is never possible to be sure which Sub-Zero is hanging around.

Player Rating: 7.50

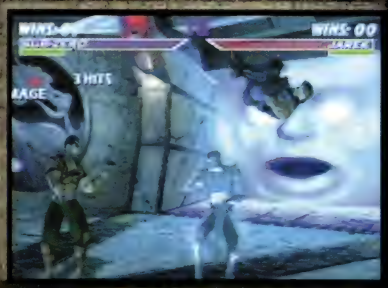
Special Moves

Freeze Blast



↓↘→ + LP

Ice Clone



↓↙← + LP

Slide

BL + LP + LK

Weapon Moves

Draw Weapon

↓↘→ + HK

Throw Weapon

↓↘→ + HK

Leg Trip

LP

Sub-Zero™

Freeze

← + LP

Swing Away

HP

Uppercut

← + HP

Fatalities & Pits

Head Rip

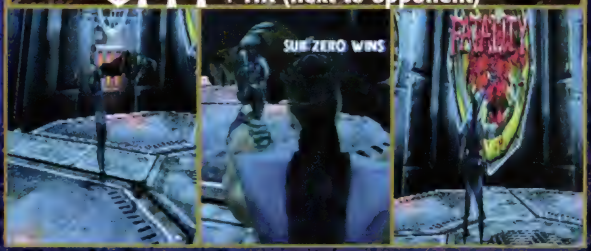
→ ← → ↓ + HP + BL + RN (next to opponent)

Freeze Uppercut

← ← ↓ ← + HP (sweep distance)

Fan Pit

↓ ↑ ↑ ↑ + HK (next to opponent)



Goro Pit

↓ ↓ ↓ + LK (next to opponent)

Air Combos

5 hits, 17%:
HP, Freeze, HP, Jumping HK, Slide

5 hits, 19%:
HP, Freeze, Jumping HK, Jumping HK, Slide

5 hits, 14%:
HP, Freeze, Jumping HP, HK, Slide

Ground Combos

10 hits, 43%: Jumping Straight up with a HK, Freeze, Jumping HP, HP, HP, HK, ↓ + HP, Jumping HP, Jumping LP

7 hits, 19%:
Freeze, HP, HP, HK, ↓ + HP, Jumping HK, Slide

7 bits, 29%:
Jumping Straight up with a HP, HP, HP, HK, ↓ + HP, Jumping HK, Slide

13 bits, 42%: Freeze or Ice Clone, Jump straight up with a HK, HP, HP, HK, ↓ + HP, HP, HP, wait 1/2 second then Slide, LP, Jumping HK, Slide

Corner Combos

4 hits, 16%:
Jumping HK, Jumping HK, HP, Slide

4 hits, 29%: Jumping HK, Freeze, Jumping HP, Jumping LP

Sub-Zero™

Weapon Combos

5 hits, 21%:
HP, HP, HK, ↓↘→ + HK, ← + LP

6 hits, 22%:
Freeze, Uppercut, Freeze, Uppercut, Jumping HP, LP

7 hits, 32%:
Jumping HP, HP, HP, HK, HK, ↓↘→ + HK, ← + LP

10 hits, 44%: Freeze, Jump Straight up with HK, ← + LP, Jump Straight up with HK, HK, ↓ + HP, Jumping HK, Jumping HP. Slide, LP

Strategies

Vs Human Opponent

Sub-Zero has lost a few steps from the arcade version of Mortal Kombat 4, but he's still deadly. When using Sub-Zero, do his Ice Clone as often as you can. This move has no counter and distances you from your enemy. If you do catch the enemy with this, you can do an auto combo and pull out your weapon at the end.

Sub-Zero's strongest asset is his weapon, the Ice Wand. Use it in conjunction with his Ice Clone, and you're on your way to a win. When holding the Ice Wand, throw the Leg Trip move at the enemy to catch them off guard. Be careful, however, because one wrong swing with the Ice Wand, and it may well change hands. A solid jump kick will cause you to drop the wand, and you don't want to be looking down the barrel of that baby.

Sub-Zero's Slide has been sped up some, but is still a weak move by itself. Use this move only to finish off a combo or to trip up a close enemy. If this move is blocked, you will be left wide open for a combo.

The Freeze Blast is the same as it ever was. Though it is hard to freeze a player in the air, it is not impossible. Just be wary of a player that jumps over it with a kick. By combining all the elements of Sub-Zero's arsenal, you will be able to defeat most players, but it may take many combos.

Vs Computer Player

Do the Freeze Blast from full screen. This will prevent the computer from being able to jump over it and counter you. If you knock the computer player down, you may also want to throw the Freeze Blast, hitting him as he gets up.

If you choose to use the Ice Wand, use it cautiously. For the first few matches, you can freeze opponents with ease, but after that, you must hit the computer with a Freeze Blast or Ice Clone before you use the wand.

The Slide will work on the computer for the first few characters as well, but then they will begin to block it and counter. Once it stops being effective, only use it in a combo.

Vs Sub-Zero

Facing off against a Sub-Zero player is chilling. Do not attack. If you do, you will most definitely be hit by the Ice Clone and the huge combo that inevitably follows.

If the player does have the Ice Wand out try to get it. His basic attacks are weak, but his weapon gives him access to stronger moves. If you can wrest the Ice Wand from him, you will have your own powerful moves combined with the ability to freeze.

Try to keep Sub-Zero contained in a corner of the screen. This will make it harder for him to do many Ice Clones and prevents him from running. If he tries to Freeze Blast you, jump over it and counter it with a combo or a jump kick.

TANYA™

Weapon:	Boomerang
Birthplace:	Edenia
Dislikes:	Kitana
Likes:	Boys
Favorite Food:	Banana Crunch Cake

Character Story

As the daughter of Edenia's ambassador to new realms, Tanya invites a group of refugees fleeing their own world into the safety of Edenia. But soon after Queen Sindel allows them through the portal, she learns that one of the warriors is none other than the banished elder god, Shinnok. The portal leads into the pits of the netherealm itself, and the once free realm of Edenia is now at the mercy of Shinnok.

Character Bio

Tanya is the daughter of the Ambassador of Edenia. When Shinnok threatens her world, she joins Liu Kang, Rayden, and Sonya to help defeat his menacing force. Mortal Kombat 4 is her first appearance in the series. Though she plans to help the good guys, she still remains an unknown quantity. Good or evil, her intentions are unclear—what is clear is that she is a force to be reckoned with.

Player Rating: 9.00

Special Moves

Flip Kick

← ↙ ↓ ↘ → + LK

Air Fireball

↓ ↙ ← + LP (while in air)

Fireball

↓ ↘ → + HP

Corkscrew Kick

→ → + LK

Weapon Moves

Draw Weapon

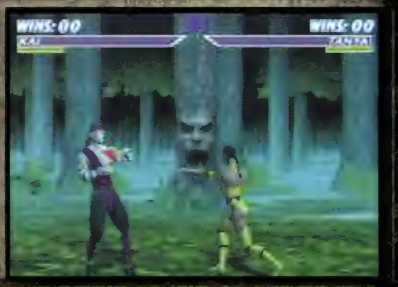
→ → + HK

Throw Weapon

→ → + HK

Tanya™

Cross Swing



← + HP

Overhead Swing

HP

Throw Straight

LP

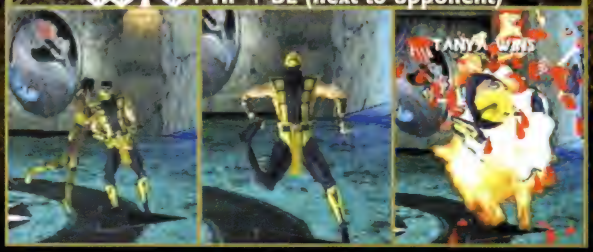
Throw Upward

← + LP

Fatalities & Pits

Kiss of Deformity

↓↓↑↓ + HP + BL (next to opponent)



Neck Break

↓ → ↓ → + HK (next to opponent)

Fan Pit

← → ↓ + HP

Goro Pit

→ → → + LP

Air Combos

3 hits, 17%:
HP, Jumping HK, Air Fireball

Tanya™

6 hits, 40%: HP, Jumping HK, Corkscrew Kick, Jumping HK Corkscrew Kick, flip kick

5 hits, 44%: Jump Straight up with a kick, Corkscrew Kick, LP, Corkscrew Kick, Flip Kick

Ground Combos

8 bits, 35%:
Jumping HP, HP, HP, HK, ↓ + HP, HP, Jumping HP, Jumping LP

7 bits, 34%:
Jumping HP, HP, HK, ↓ + HK, Corkscrew Kick, Flip Kick

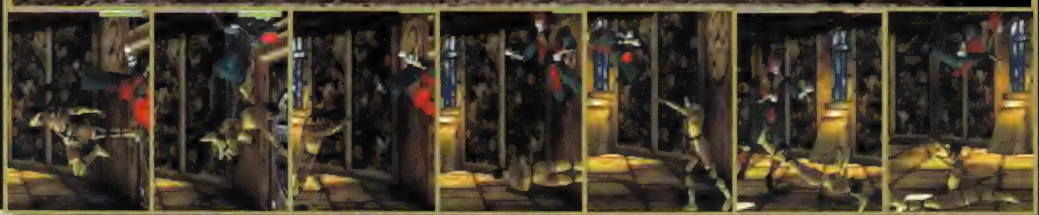
5 hits, 20%:
HP, HP, HK, ↓ + HP, Fireball

Corner Combos

5 hits, 36%: Jumping HK, Jumping HK, HP, Corkscrew Kick, Uppercut

4 hits, 29%: Jumping HK, Jumping HK, Jumping HP, Jumping LP

7 bits, 48%:
Jumping HK, Jumping HK, HP, Corkscrew Kick, HP, Flip Kick



Tanya™

3 hits, 26%:
Jumping HK, Jumping HK, Uppercut

Weapon Combos

6 hits, 32%:
Jumping HP, HP, HP, HK, HK, → → HK

3 hits, 28%: Jumping HK, Jumping HK, LP (weapon must be out)

3 hits, 49%: Rock Throw, Corkscrew Kick, Uppercut (must be in corner or enemy jumping at you)

Strategies

Vs Human Opponent

Tanya is primarily a defensive player. Her Air Fireball is best used as cover for an escape. Some players may jump over them and hit her with a jump kick, but most will not. Her Straight Fireball from the ground only allows you to disrupt your opponent's rhythm. Only use this move from afar to try to lure the player closer. Don't do this move from too close, or you will be countered.

After you lure a player in close, you will want to catch him with either more retreating Air Fireballs or the Corkscrew Kick. If you choose the Corkscrew Kick, you will be able to follow with the Flip Kick or a big combo. If you choose the Fireball, you will get either a single hit or a block and counterattack.

Her Flip Kick is effective against a player who likes to duck. Otherwise it should only be used in a combo. Her weapon, a boomerang, is not the strongest in the game, but it is okay when used in close combat or against a player that is jumping at you. It is the only weapon that, when thrown, returns to you.

Vs Computer Player

Fighting the computer with Tanya is a lot of fun. The computer is a sucker for the Corkscrew Kick. This can lead up to some cool combos that are impossible against a human player. Otherwise, use the same basic strategies you would against a human player. Jumping back with Air Fireballs will work for most matches, but remember that the computer will try to jump over them as well.

Take out Tanya's Boomerang and throw it up at the air to trap the computer on the ground. It will reluctantly move and either be hit by the boomerang or met with your jump kick. Either way, you win.

Vs Tanya

A Tanya player will spend most of the match running away while throwing Air Fireballs. Try to run under them or jump over them with a jump kick. Always be on guard because a good Tanya player is probably trying to set you up for a Corkscrew Kick. Be ready to block and duck. If a Tanya player tries to hit you with the Flip Kick, stand up while holding block. This is a golden counterattack opportunity.

Tanya™

Secrets of Mortal Kombat 4

Hidden Uniforms

To access the character's hidden uniforms and weapons, do the following: At the Select screen, hold down the START button. While holding down the START button, press either the Punch or Kick buttons. Each time you press one of the buttons, your character's picture will spin. Each spin gives you access to one of the new uniform/new weapon combinations. Use this chart to determine which uniform or weapon you will get. Note that some characters DO NOT have new uniforms—instead, they will get different weapons.

CHARACTER	SPIN ONCE	SPIN TWICE	SPIN THREE TIMES
Scorpion	Original Arcade Alternate Uniform	Smoke Uniform + Skull Weapon: Mace Club	Weapon: Curved Blade
Rayden	Original Arcade Alternate Uniform	MK2 Uniform Weapon: Blade Wheel	Weapon: Kali Dagger
Kai	Original Arcade Alternate Uniform	Weapon: Rayden Staff	Biker Gear and Glasses Weapon: Spiked Club
Reptile	Original Arcade Alternate Uniform	MK2 Uniform Weapon:	Weapon: Spike Club
Cage	Original Arcade Alternate Uniform	Weapon: Kali Dagger	Tux Uniform Weapon: Gun
Tanya	Original Arcade Alternate Uniform	Weapon: Ice Wand	Black Dress Uniform Weapon: Hammer
Reiko	Original Arcade Alternate Uniform	Weapon: Dragon Sword	Weapon: Crossbow
Jax	Original Arcade Alternate Uniform	White Outfit Uniform Weapon: Spear	Weapon: Kali Dagger
Jarek	Original Arcade Alternate Uniform	Weapon: Wood Hammer	Weapon: Wood Hammer
Quan Chi	Original Arcade Alternate Uniform	Weapon: Wide Blade Sword	Weapon: Crossbow
Fujin	Original Arcade Alternate Uniform	Weapon: Spiked Club	Weapon: Spear
Sub Zero	Original Arcade Alternate Uniform	Frozen Uniform Weapon: Axe	Weapon: Dragon Sword
Shinnok	Original Arcade Alternate Uniform	Weapon: Broad Sword	Weapon: Boomerang
Liu Kang	Original Arcade Alternate Uniform	Karate Uniform Weapon: Dragon Sword	Weapon: Dragon Sword
Sonya	Original Arcade Alternate Uniform	Weapon: Kali Dagger	Purple Outfit Weapon: Mace Club

New Versus Kodes

Entering Kodes on the Versus Screen

In a 2-player game, you can enter kodes that will alter the game play in some way. In order to enter the kodes, you must mix and match a set of six icons. Each player controls three of the six icons. Player 1 controls the first three, and Player 2 controls the last three. The icons are changed by pressing Low Punch for the first icon, Block for the second icon, and Low Kick for the third icon. You may also hold up on the joy pad while entering these kodes—this will make the icons toggle backwards.

In the table below, the *Player 1* and *Player 2* columns indicate the number of times the player must press each of the three buttons which correspond to the three icons he or she controls. For example, to enter the *Randper Kombat* kode, the table indicates *3,3,3* for both Player 1 and Player 2. This means that both players must tap all three of their buttons (LP, BL, and LK) three times.

Finally, the final column lists the effect, name, or stage for each kode.

Player 1	Player 2	Effect
123	123	One-Hit Win
012	012	Noob Saibot Mode
020	020	Red Rain (only on the Rain stage)
050	050	Explosive Kombat
002	002	Weapon drawn and can't be knocked out of your hands
100	100	Disable Throws
010	010	Disable Max Damage
110	110	No Throw/Disable Max Damage
111	111	Free Weapon (Random weapon falls)
222	222	Start with Random Weapon
333	333	Randper Kombat
444	444	Start with Weapons Drawn
555	555	Many Weapons
666	666	Silent Kombat
321	321	Big Head Mode

Stage Select Kodes

Player 1	Player 2	Stage
011	011	Goro Lair (Spike Pit)
022	022	The Well (Scorpion's Stage)
033	033	Elder God's (Blue Face)
044	044	The Tomb Stage
055	055	The Rain Stage
066	066	Snake Stage
101	101	Shaolin Temple
202	202	Living Forest
303	303	Prison (Fan Stage)
313	313	Ice Pit Level

Access Meat

You must keep choosing "group" in a two-player game. After you have WON with all the characters, select any character. Now, you will be that character, but with a different look. This is Meat, and all his moves are dependent on which character you choose. For example, if you choose Rayden, you will have Rayden's moves, but look like Meat.

Access Secret Characters (N64 only)

Check out our website (www.bradygames.com) to get late-breaking MK4 secret codes and cheats for PlayStation and N64.

Play As Noob Saibot (N64 only)

Go to Options, highlight Continue, and hold BLK + RUN for ten seconds.This will allow you to select Noob Saibot and Goro.

Select Hidden from below the Select screen. Move up two and over one to Reiko. Press RUN + BLOCK together to be Noob. If you want Noob's alternate outfits, perform the Reiko rotate code (hold Start and press HP + LK + RN) twice.

Play As Goro (N64 only)

Go to Options, highlight Continue, and hold BLK + RUN for ten seconds.This will allow you to select Noob Saibot and Goro.

Select Hidden from the Select screen. Move up three and over one to Shinnok, and press RUN + BLOCK together.

Exclusive Home Version Outfits

Perform the character's portrait rotation two or three times, depending on the outfit you want.

Noob Saibot™

Special Moves

Fire Ball

↓→ + LP (also works in air)

Teleport

↓↑ (BL to slam)

Air Throw

BL

Weapon Draw

→ → + HK

Goro™
Special Moves

Fire Ball
→ → ← +LP

Two-Handed Punch
→ → + HP

Stomp
→ → ← + HK

Ground Pound
← → ↓ ↓ + HK

Hard Uppercut
↓ ↓ ↓ + HP

Chest Kick
← ← + HK

Don't Settle for Just a Moves List – GET IT ALL!

All The Fatalities

Killer Combos

Alternate Costumes

Secret Characters

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  Play as Meat
- **Plus Strategies and Moves for Goro and Noob Saibot**

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